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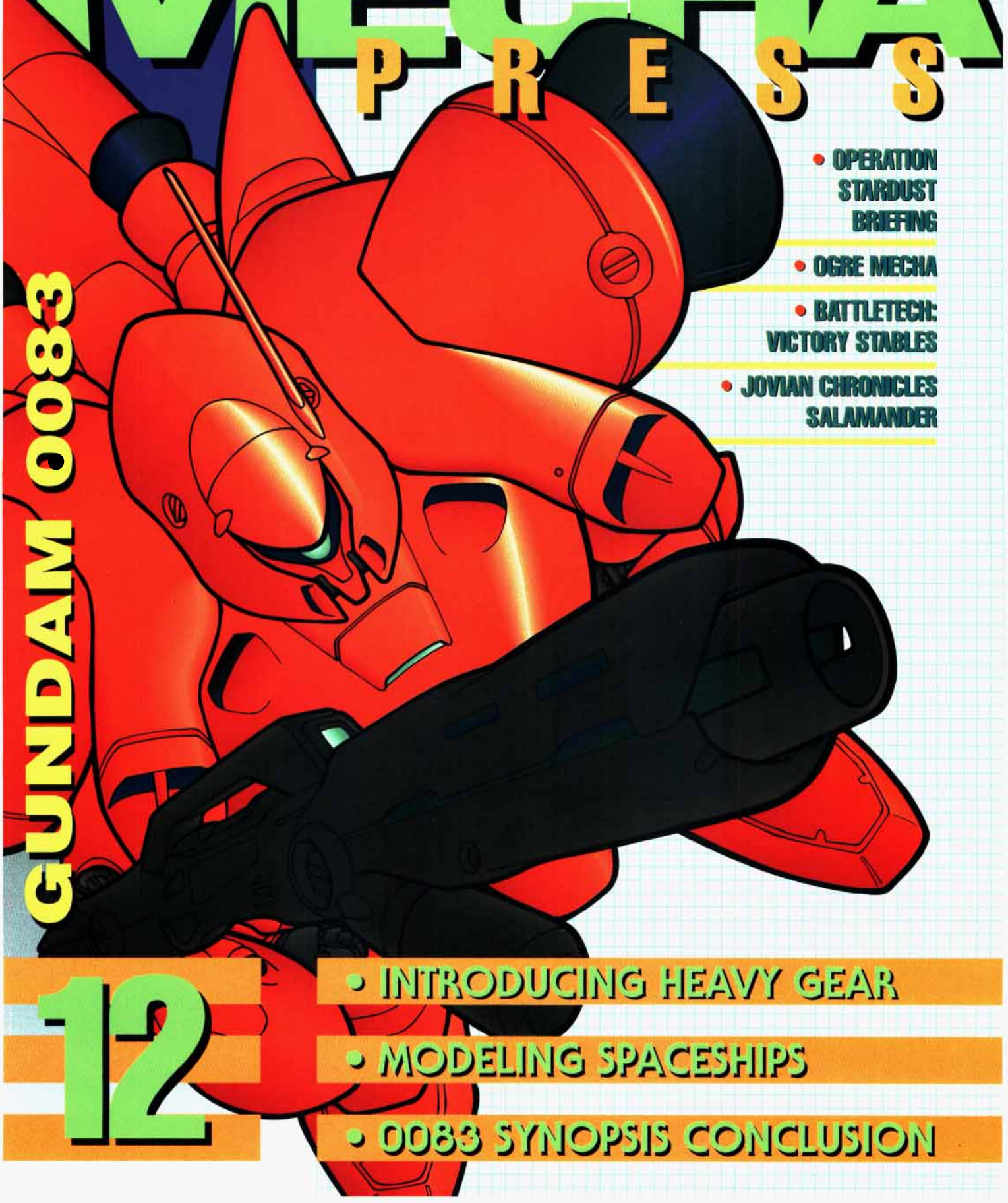


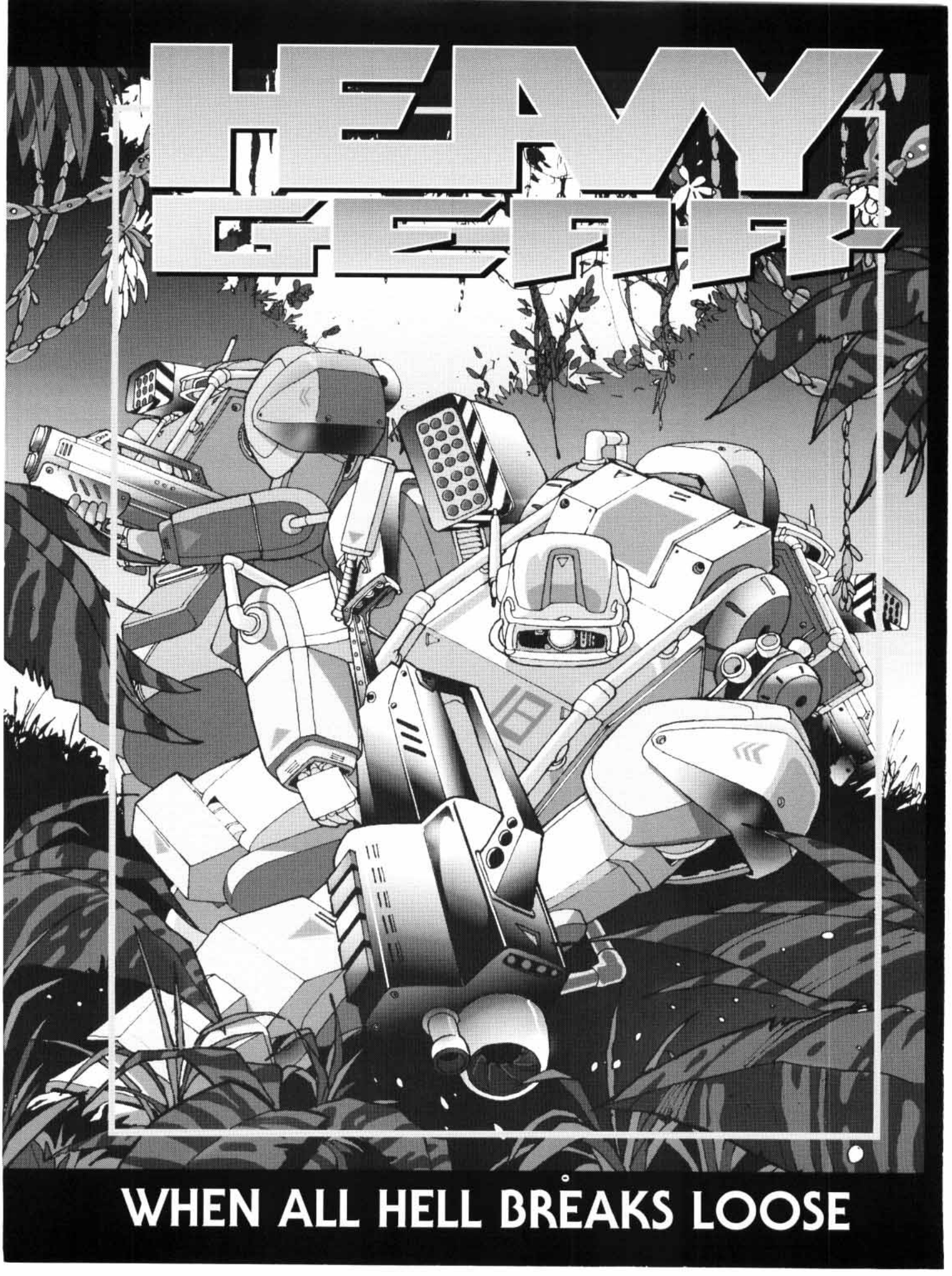
- OPERATION STARDUST BRIEFING
- OGRE MECHA
- BATTLETECH: VICTORY STABLES
- JOVIAN CHRONICLES SALAMANDER

GUNDAM 0083

12

- INTRODUCING HEAVY GEAR
- MODELING SPACESHIPS
- 0083 SYNOPSIS CONCLUSION

Raymond P. Campopiano (Owner) - 5516168



Raymond P Campiglio (Order - 3316648)

CONTENTS

EDITORIAL
THE BLACK HOLE SYNDROME 4

THIS MONTH
GUNDAM 0083: THE AFTERMATH 5

MECHA-PRESS NEWS 6

GUNDAM 0083: STARDUST MEMORY, PART II
DELAZ'S BRIEFING 8

MECHA FILES
GUNDAM 0083 CHARACTERS 10
SHIP FILES 18

MECHA MODELS
MINIATURE REVIEW: HEAVY ARMOR 26
MODELLING SPACESHIPS 28

MECHA SYNOPSIS
GUNDAM 0083 CONCLUSION 21

MECHA GAMES
INTRODUCING HEAVY GEAR 30
OGRE MECHA 32
JOVIAN CHRONICLES: SALAMANDER 35
MECHA SHOP 101 36
BATTLETECH: VICTORY STABLES 38
ADAPTATION FOR BATTLETECH: CORVUS 41

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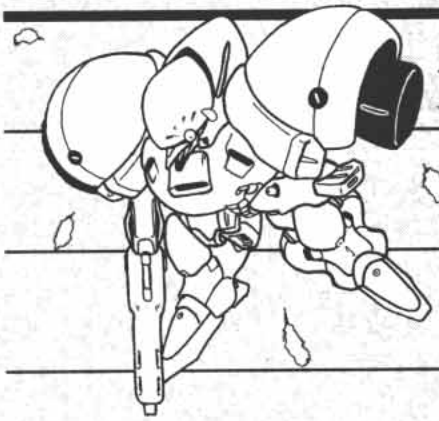


THE BLACK HOLE SYNDROME

I, like many modelers/gamers, have the unfortunate tendency to accumulate every kit and sci-fi game I can lay my greedy little hands on. The move to our new office forced us to close our old workshop and do a little clean-up, and each of us brought back home a ton of kits (in both built and unbuilt states) and several games. Of course, much of this material ended up in my closet, which seems to have a nearly infinite holding capacity. This is known in the modeling/gaming circles as "the Black Hole Syndrome".

Once in a while, I gather my courage for an expedition into the bowels of that misused corner of my dwelling. It never ceases to amaze me that I could accumulate so much stuff in so small a space. Models in various states of completeness fight for shelf space with clothing and books, not to mention the accumulated notes of the various campaigns I've played over the years.

This brings me to ask this question: what do you do when your collection far exceeds your storage capacity? I've heard of people selling or even giving away kits, games and completed models, because they could no longer store them. Others found additional space, sometimes in club meeting rooms, their parents' place or somewhere else. Others — God forbid — even *threw* stuff away!

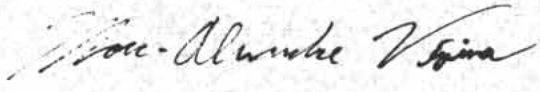
With Spring here, most of us will probably do our great annual clean-up and face the Black Hole Syndrome again. However, this time, why not give all the excess stuff to a younger sibling, or a young cousin, even the neighbor's kid? That way, you clear some space for additional goodies, and you help form the next generation of mecha enthusiasts!

Think about it next time your enter your closet. It may hold the Future of the hobby...

* * *

This twelfth issue of Mecha Press presents the material we couldn't fit in issue #8 about one of the most sensational mecha animation ever to grace our screens. I'm referring, of course, to the wonderful **Gundam 0083: Stardust Memories**, which proved so popular we sold out issue #8 in less than a month!

This two-part presentation would not have been possible without the help of several people, including our translators, contacts, and especially the staff of **U.C. Herald**, who gracefully let us use their synopsis and provided us with accurate remarks and data. To all of you, many thanks!



Marc-Alexandre Vézina

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GUNDAM 0083: THE AFTERMATH

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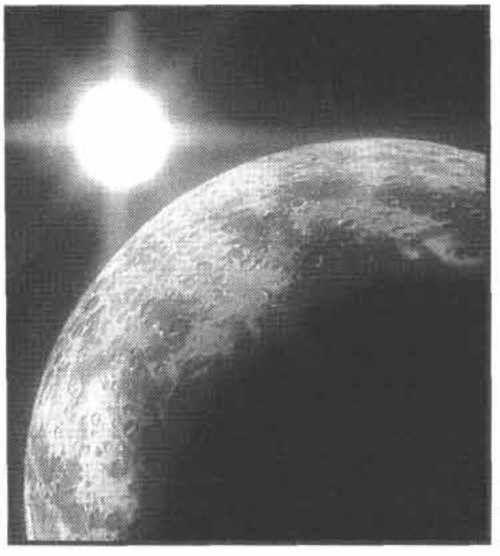
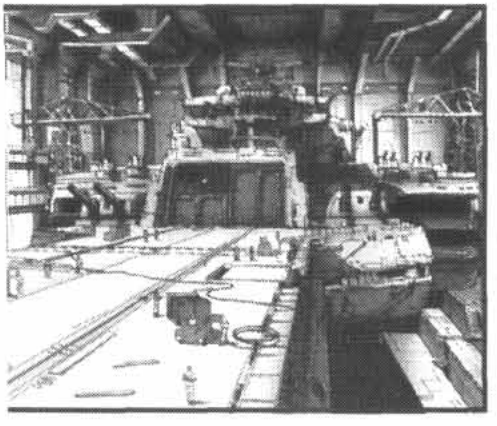
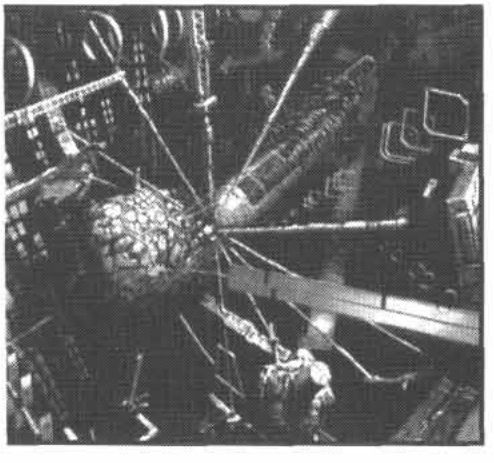






Gundam 0083: Stardust Memories proved to be one of the major events in the anime world in a long time. This 13-part OVA also rocked the animation industry by proving that quality animation, a well-thought out story and superb characters were the way to win the buyer's heart.

One of the all-time best sellers in Japan, **Gundam 0083** actually increased its sales from volume to volume, proof that more and more people were attracted to this epic war story. It did so well that Bandai and the other producers even made money on a badly edited movie which recounted — in condensed form — the whole saga, including the long-awaited final episode. This movie was released mere weeks before the final episode, so many fans bought it just to see the end of the story sooner — therefore doubling Bandai's profit.

What made **0083** this huge commercial success? Probably the dedication of the staff, who all shared a common dream of making the best Gundam ever made. Their enthusiasm was barely contained within each image, and the drama unfolded effortlessly throughout the story.

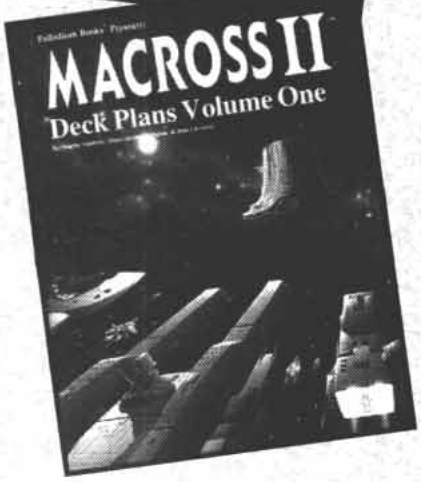
Also to thank are the voice actors, who did such a marvelous job. For once, real professionals were used instead of some inexperienced idols, and it shows in the way characters come alive as serious, believable human beings and not two-dimensional puppets.

What lies in the future for Mobile Suit Gundam? Gundam is rapidly becoming a Japanese institution, much like our own "Star Trek" phenomena. The only problem with this is that Gundam fans' expectations will continue to rise as the quality of the series improves. Just think about **Victory Gundam**, which many — us included — predicted would fail after seeing the first or second episode. (It didn't, and VG is now considered a very good Gundam series.)

One thing is certain: **Gundam 0083** reignited the old Gundam flame, and added new converts to the millions of Gundam fans throughout the world. Let's just hope that the industry moguls do not restrict themselves to a short term vision and asphyxiate this bright flame with scores of poor follow-up products.

Raymond P Campiglio (Order - 3318164)

PALLADIUM BOOKS



- Palladium Books just released the fifth Rifts™ world book, **Triax and the NGR**. This 224-page sourcebook examines the workings of the Triax mega-corporation, the New German Republic, and the Gargoyle Empire.

  In addition to this, the book introduces several new types of war machines, robots, weapons, and new O.C.C. for players to use and fight against.

  Triax and the NGR, written by Kevin Siembieda, 224 pages, published by Palladium Books.

- **Macross II: Spacecrafts and Deck Plans Volume I** is now available. This book presents the capital ships used by the UN Spacy and the attacking Marduk forces. Included are full stats and deck plans, as well as crew and mecha complements.

  This book is also the first product realized by the Dream Pod 9 team through an agreement with Palladium Books. Two more volumes are planned: the second book will cover new ship designs while the third will focus on the SDF-1, the Culture Park and the Moon Base.

  Macross II: Spacecrafts and Deck Plans Volume I, written by the Dream Pod 9 team, 64 pages, published by Palladium Books.

WIN A MADCAT!

CONTEST IN FULL SWING

Don't forget about the Mecha Press/HORIZON Hobbies *Win a Madcat!* contest — you could be the lucky winner of a signed copy of the famous kit!

To participate, just send us a letter where you outline your favorite modeling trick in about a hundred words or less. On July 1st, 1994, we will draw one letter from the ones we received.

In addition, we will publish the modeling tricks we'll receive in Mecha Press, with full credits. So don't hesitate and send in those letters now!

RAFM MINIATURES

Rafm Company is releasing more science-fiction miniatures for gaming and modeling. Here's a sample of their release schedule for the Spring of 1994:

CURRENTLY AVAILABLE

Mekton

- **1013** Nova
- **1017** KMM-18X Crusader
- **1018** KMM-22 Warlord
- **1019** SMT-12 Moray
- **1020** XME-419X Vortex
- **1021** FMS-1213 Gadram

Traveller: The New Era

- **5807** Lab ship w/research pinnace
- **5808** Subsidized Merchant Launch
- **5809** Yacht (2)
- **5810** Launch (4)
- **5811** Ship's Boat (4)
- **5812** Modular Cutter (4)
- **5813** Shuttle (3)
- **5850** Coalition/Ship's Crew (3)
- **5851** Traders & Merchants (3)
- **5852** Coalition Marines in battledress (3)
- **5853** Technos (3)
- **5854** Mercenaries (3)
- **5855** Nobles (3)

RELEASED IN MARCH

Mekton — Operation Rimfire

- **1051** XP-12 Stallion, Humanoid mode
- **1052** AMM-V16C Badlander, Strider mode
- **1053** Tammis (2)
- **1054** Laian (2)
- **1055** Larani (2)
- **1056** Lord Dremmond (2)

NEW RELEASES FOR MAY

Traveller — The New Era

- **5856** Scouts/Surveyors (3)
- **5857** Planetary Grenadiers (3)
- **5858** PR-317 Combat Robots (3)
- **5859** Aslan Mercenaries (3)
- **5860** Grav Bike & Rider
- **5861** Coalition Landing Team (3)

Raymond P. Campiglia (Order: 33181643)

JOVIAN CHRONICLES

The **Europa Incident** is now available. The 80-page book is full of additional background information and new exo-armor designs.

The next **Jovian Chronicles** sourcebook will be entitled **Nomads** (working title), and will be released in the Summer.

BATTLETECH CONVENTION

Supernova is a Battletech convention featuring over a dozen tournaments and scenarios. This convention will feature lectures and a guest speaker from FASA.

Supernova will be held on August 13 & 14, 1994 at the Day Inn in Herndon, VA. For more info please contact SUPERNOVA c/o Wargamers, 101 Holly Ave. #5, Sterling, VA 20164 or call (703) 450-6738 between the hours of 12Noon and 8PM.

STEVE JACKSON GAMES

Killing Zone, the second **Ogre Miniatures** sourcebook, should be out in fall 1994. The book introduces some new vehicles, rules and a lavish background for the **Ogre** world.

SJ Games plans to release **GURPS Robots** at the Origin 1994 convention. **GURPS Mecha** is still in the planning stage: no timetable is set for the release.

ERRATA

In the credits of earlier issues we mistakenly printed that the **Mecha!** miniatures were made by Ral Partha. They are actually made by Seventh Street Games. Our apologies to both parties involved.

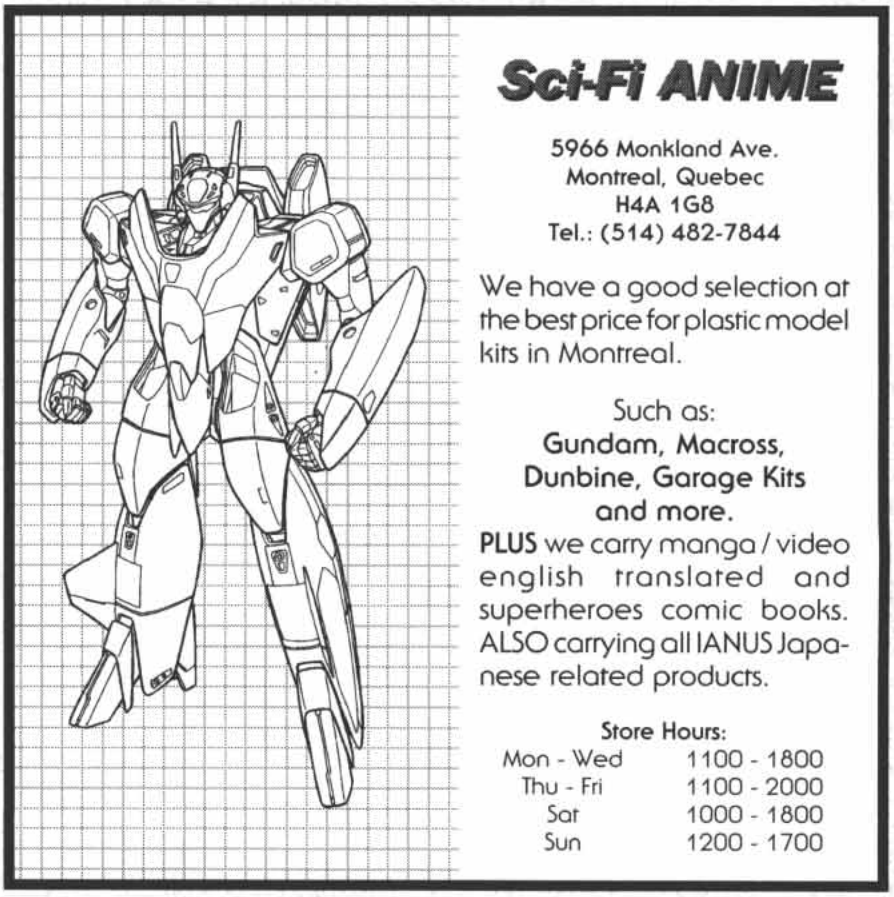
FASA CORPORATION

Inside information from FASA confirms the planned release of a hardback version of the **Battletech Compendium** in August; September will see the release of the long-awaited **Battletech Animated Series**.

The Animated Series project has been known for quite some time, but it is now confirmed. Saban Entertainment (best known for their work on X-Men) has been contracted to produce thirteen episodes, which will be seen in syndication this Fall.

Traditional cel animation will be freely mixed with computer generated graphics. The Clans' point of view has been rumored to be entirely done by 3D computer animation.

The action is supposedly focused on a small unit on the Steiner-Clan border in the 3055 era. According to insiders, the series will be more mature than the usual Saturday morning shows.



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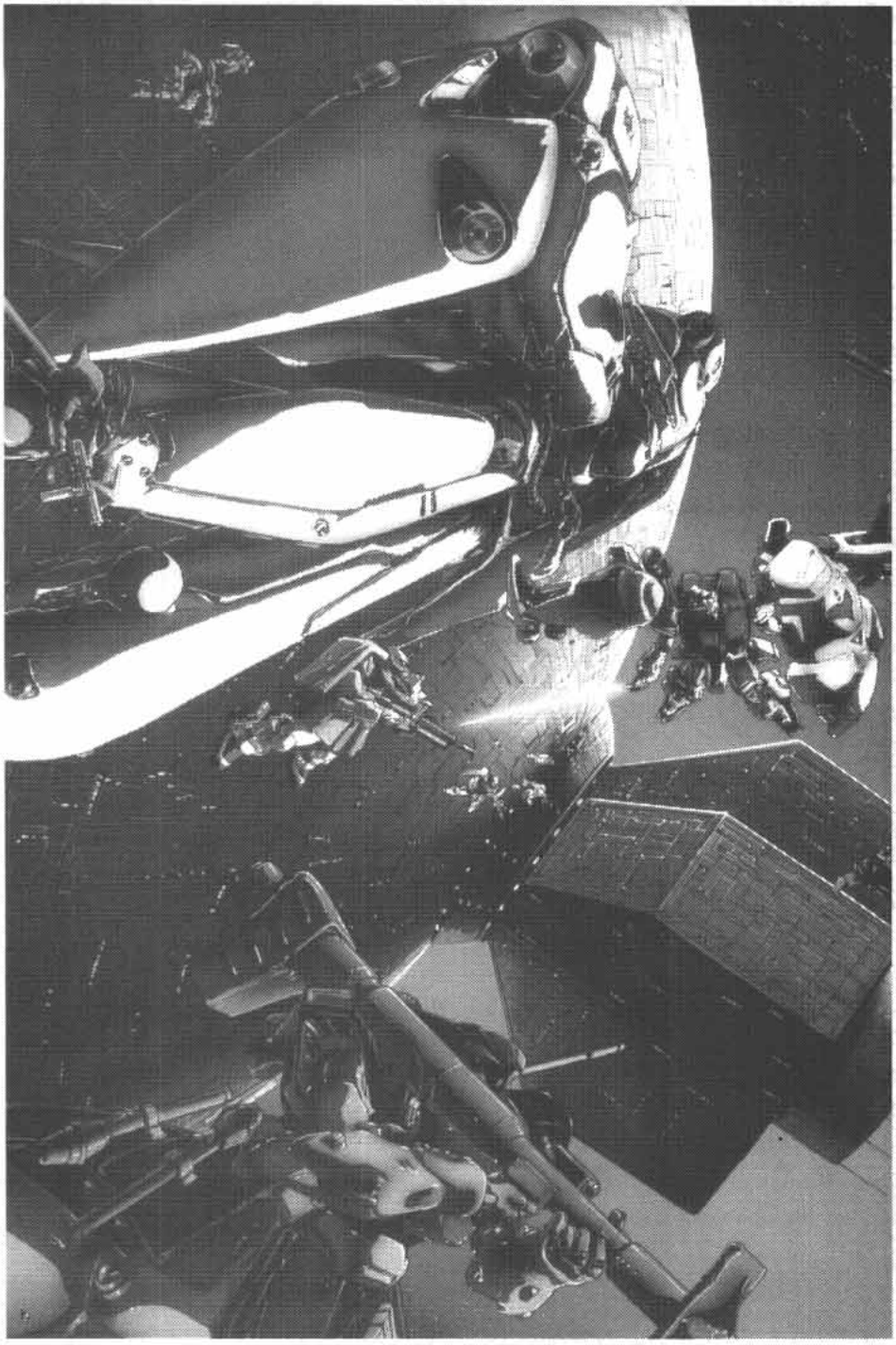
DELAZ'S BRIEFING

By Martin Ouellette

The following text is a short fiction based on Gundam 0083. It recaps the original Delaz briefing for Operation Stardust as it might have happened a few months before the events shown in the animation. The various characters and their interaction were extrapolated from the references published about 0083, but small inconsistences and mistakes might pop up. This said, on with the story...



JULY 30, U.C. 0083

Thorn Garden, Delaz Fleet Headquarters

It is early in the morning. General Aiguille Delaz, commanding officer of one of the surviving Jion fleets, enters the main conference room where the Delaz Fleet's officers are assembled.

GENERAL DELAZ: "Good morning, ladies and gentlement. Please sit down.

"As many of you know, the development by the Federals of new Gundam-class Mobile Suits came to our attention a few months ago. We just received word from our intelligence operative inside the Anaheim's Rand D division about certain details concerning what will be refered to as Gundam Unit 2. From what we could make of the different schematics and pictures sent to us, this MS is equipped for nuclear warfare."

LT. COMMANDER ANAVEL GATO: "Hmmm. Another betrayal by the Federation politicians. When they sign a treaty, it is always one-sided. 'You cannot do this, but we can if we want to.' How typical of them!" (A side glance from Delaz silences him.)

DELAZ: "Keeping this little detail in mind, a final draft of what I called Operation Stardust has been completed. (Delaz's aide distributes folders containing maps, schematics and descriptions around the table.) Remember that what we are about to discuss is top secret, and no information shall be leaked under *any* circumstances."

"The operation itself will be divided into three main phases. Please look at the documents you just received." (The officers settle while Delaz moves to a small vidscreen.)

"Phase One is the hardest of the three. It consists of a commando operation designed to appropriate the Gundam Unit 2 prototype, code-named 'Physalis' by the Federals. (Surprise on the officers' faces.) While we had many choices as to who would lead the commando and pilot Unit 2, it only took a few moments to settle on the obvious best-suited soldier. Lt. Commander Gato, under the code-name 'Walfish', will be that man. (Gato doesn't even appear surprised.) To reduce the size of the team, we chose to assign our best veteran pilots to the various support tasks."

"We learned from our operative inside Anaheim that if everything is kept on schedule, Unit 2 will be ready for field testing by September. We all know Anaheim's renowned efficiency, so this should not change. The Federals have already made arrangements for the transport of both Unit 1 and Unit 2 for testing on Earth, probably at the Torrington Base in Australia. The transport ship will either be the *Grey Phantom* or their newest MS carrier, the *Albion*." (One of the officers raises his hand.)

Raymond P Campiglio (Order # 3318648)

OFFICER: "Excuse me, Excellence, but how will Commander Gato take possession of the Gundam? A White Base-class ship can offer a lot of resistance, especially with a full complement of MS aboard. And what happens if the Gundam is damaged or destroyed during the attack?" (Delaz smiles.)

DELAZ: "This will not happen, Lieutenant, since Commander Gato and his team will not attack the ship. Once the nuclear warhead is loaded for the firing test, the team will attack the base, while Commander Gato will infiltrate it with the help of our agent, who is already in place as a trusted member of the development team."

"In the confusion, Gato will enter the ship and take possession of the Gundam. The commando team will hit the base and, hopefully, the command post, disrupting the Feds' command structure. Commander Gato will rendez-vous with the team outside the base, where they will proceed to a 'Komusai' shuttle waiting for them. The shuttle will take Commander Gato and Unit 2 in orbit, while the team, once assured that the shuttle escaped, will make their way to one of our submarines which will evacuate them to Africa."

"Should this prove impossible, Gato will board the submarine and rally Kimbaraid Base, where we still have one HLV operational. It should prove sufficient to evacuate Unit 2. Whatever happens, Unit 2 will be met by a pickup ship and transfered to Thorn Garden." (Delaz switches maps.)

"Phase Two will probably be far easier for us, since the Federals have no way to predict it. As you all know, the Federation will celebrate the fourth anniversary of their victory at Solomon on November 10th. (The expression on Gato's face changes from contempt to pure, but controlled, hatred.) On November 9th, Commander Gato will depart from Thorn Garden with a flotilla of ships. One of the ships will carry the Gundam Unit 2, fully loaded and ready for battle. Once the flotilla has reached this point, all MS units will launch and will head for Federal territory. Once passed the first defensive perimeter, the squadron will separate into two groups: the first one, composed of Gato's Unit 2 and a small escort of MS, will go on to Solomon through the defense lines. The bulk of the squadron will detour and attack the fleet from the side, making the Federals believe that this is the disturbance they've been planning for."

"Once over Solomon, the escort will leave Commander Gato, who will activate the Gundam's nuclear armament. Once the atomic bazooka deployed, he will target the flagship and fire. Knowing the Federation's taste for grandeur, it is easy to imagine the number of ships which will be packed in a dense parade formation, waiting for annihilation."

"Once the shell is fired, Commander Gato will escape and meet with the rest of the diversion force, then head for the Axis advance fleet. The Axis fleet is returning from the depths of the solar system to bring us a tool which will facilitate Phase Three immensely."

(Delaz is interrupted by the buzz of the intercom. He picks up the receiver.)

DELAZ: "Yes? That early, hmm? (sarcasm in his voice) Very well, put her on the monitor."

(Another screen lights up, revealing a tall, fiercely beautiful woman with a long mane of black hair.)

COLONEL CIMA GARAHAU: "Well, well, has the game begun without me? You naughty boys!" (She smiles wickedly.)

(Gato looks shocked, while Delaz frowns. The other officers gaze at her with contempt, some with disgust.)

GATO: "Your excellence, what is *she* doing here? (The tone of his voice is comptemptuous.) Everyone knows that she does not have the soul of a true Jion!"

GARAHAU: "It's Garahau-sama to you, boot-licker!"

(Gato gets up, a rebuke on his lips, but a glance from Delaz makes him sir down again.)

DELAZ: "That will be quite enough. Welcome to Thorn Garden, Colonel Garahau. I will see that your fleet is resupplied.

(Cima smiles and her image disappears from the monitor. The relief of everyone present is obvious.)

"This small interruption taken care of, let us go back to the business at hand."

"Phase Three of the operation will requires extreme precision and timing, so our complete understanding of the plan is of the greatest importance. Phase Three will begin exactly at the moment Phase Two will finish. You all know about the Federals' colony recycling plan, through which several cylinders from Side 1 will be moved to Side 3."

"Right after the explosion of the nuclear warhead, one of our fleets will take possession of the cylinders, eliminating all possible resistance. The Fleet will be transporting explosives that will be placed on the cylinders' mirrors, along a calculated position. This will cut one mirror panel from each cylinder, destabilizing their rotation and sending them spiraling toward each other. The shock of the collision will place one of the cylinders on an orbit that will take it over Von Braun City, on the Moon." (One of the officers raises his hand.)

OFFICER: "This will require an extremely precise schedule and very complex calculations. Can it be accomplished with our limited means?"

DELAZ: "The calculations are already done. (Delaz smiles.) They will need only minor adjustments once all the proper data is in our hands."

"Of course, the help of the Lunarian government will be required to fulfill the second part of Phase Three. This will not be a problem, since they do not have a choice. Either the Lunarians use the Laser Station to ignite the colony's propellant, or they get crushed by its bulk. Lunarians are logical and sensible people, and I'm sure we will get their full cooperation."

"During the cylinder's journey to the Moon, it is highly probable that the Federals will try to send a pursuit fleet in the hope of intercepting it. Commander Gato and his MS squadron will protect the colony and take care of any ship which might present a threat."

"The ignition of the colony's engines will place it on a new orbit, one that will take it to Earth. This sudden change of direction will confuse the Federals and, if we are lucky, send them on a wild goose chase that will buy us some precious time. The only thing left to do will be to protect our 'gift' from an improbable Federation attempt, and do some last course corrections."

(An enthousiastic officer leaps up.)

OFFICER: "And crush Jaburo! What an excellent plan!" (Delaz smiles.)

DELAZ: "Jaburo? Why bother about some frightened and buried moles? Our target is the principal food supply of the Earth Federation, the granaries of North America! With these destroyed, the people of Earth will have to listen to the Spacenoids, or slowly starve. The use of the Gundam's atomic weapon will also help discredit the Federal government." (Delaz looks at each of the persons assembled around the table.)

"I remind you once again that what we discussed here today shall not be repeated outside of this room. Even the men under your command must not be aware of the full extent of the plan, for obvious security reasons. That will be all."

(Everybody gets up on leaves. Only Gato remains in the room with Delaz.)

DELAZ: "Yes, Commander?"

GATO: "May I speak candidly, your Excellency?" (Delaz frowns.)

DELAZ: "Always."

GATO: "I do not trust that woman. Colonel Garahau is evil through and through, and she does not share our ideals. She will be our undoing."

"I beg you, Excellency, to reconsider her presence here."

DELAZ: "Very well, I will see what can be done. However, I do believe you are making a mountain out of a minor thing."

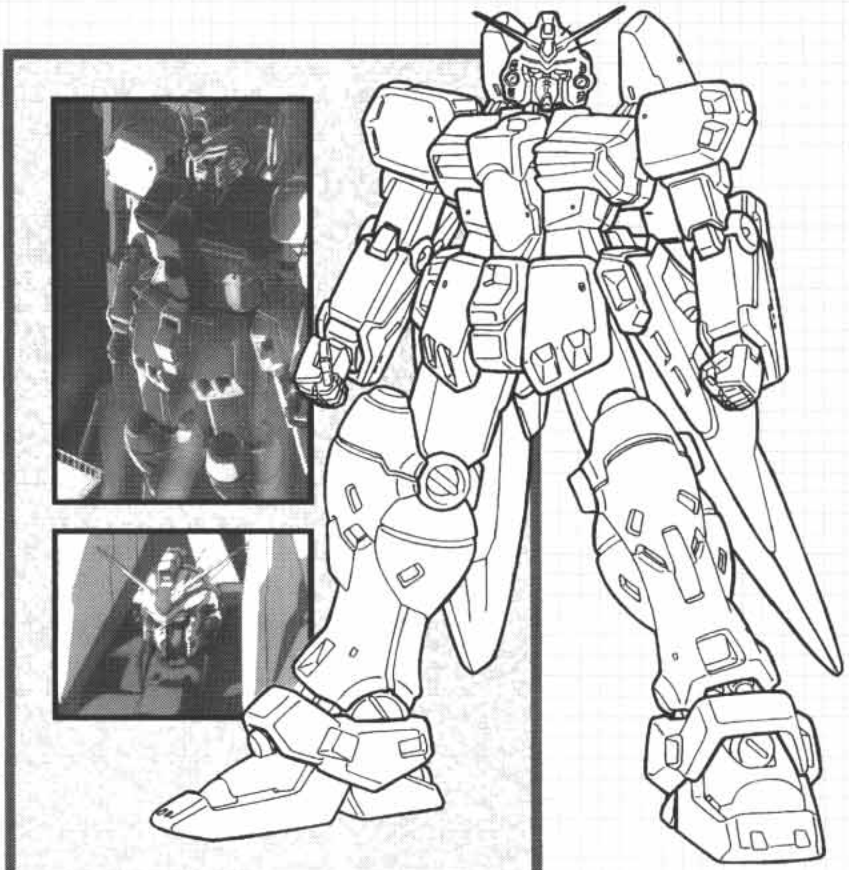
(Both men exit the room, which goes dark behind them.)

Raymond P. Campiglia (Order # 33181643)

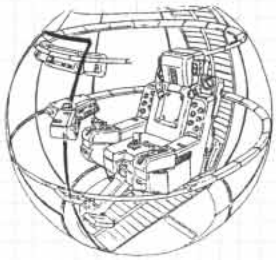
RX-78GP03S DENDROBIUM STAMEN:

The goal of the Gundam Project was to build and field the most powerful weapons available to the Federation in three distinct areas: the GP01 was to be the ultimate in versatility, the GP02A the ultimate in firepower. The third "Gundam Project" prototype, the GP03S, was intended to compete with Jion's mobile armors, which proved exceptionally dangerous during the One Year War. This was achieved by mating the GP03S with a weapon platform called "Orchis". Although the "Stamen", by itself, was a fearsome machine, once linked with the Orchis it became almost unstoppable.

The "Stamen" was intented as a showcase of advanced mobile suit technology. It was one of the first MS equipped with a full linear seat — its predecessor, the RX-78NT1, had a faceted 360° screen. It also mounted tail binders and stabilisers, both of which were part of the machine's AMBAC system, advanced sensors, and forearm-mounted folding pincers. A large number of verniers and attitude thrusters were used to boost the Gundam's maneuverability. The Gundam GP03S, and the Orchis, are introduced in Episode 11.



Code Name: Stamen (Dendrobium)
Official Code: RX-78GP03S
Use: General Purpose/Heavy Assault MS Prototype
Manufacturer: Anaheim Electronics
Height: 18.0 m
Dry Weight: 41.6 tons
Full Combat Weight: 70 tons
Generator: 2000 Kw
Thrusters: 42,000 Kg X 2, 40,000 Kg X 2, 12,000 Kg X 2
Max Thrust: 188,000 Kg
180° Turn: 0.8 sec
Armament: Beam Saber X 2, Beam Rifle X 1, Shield X 1



GUNDAM 0083 CHARACTERS

By Martin Ouellette

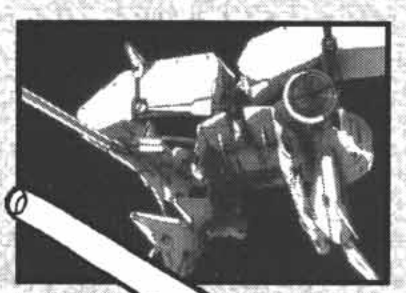
KOU URAKI

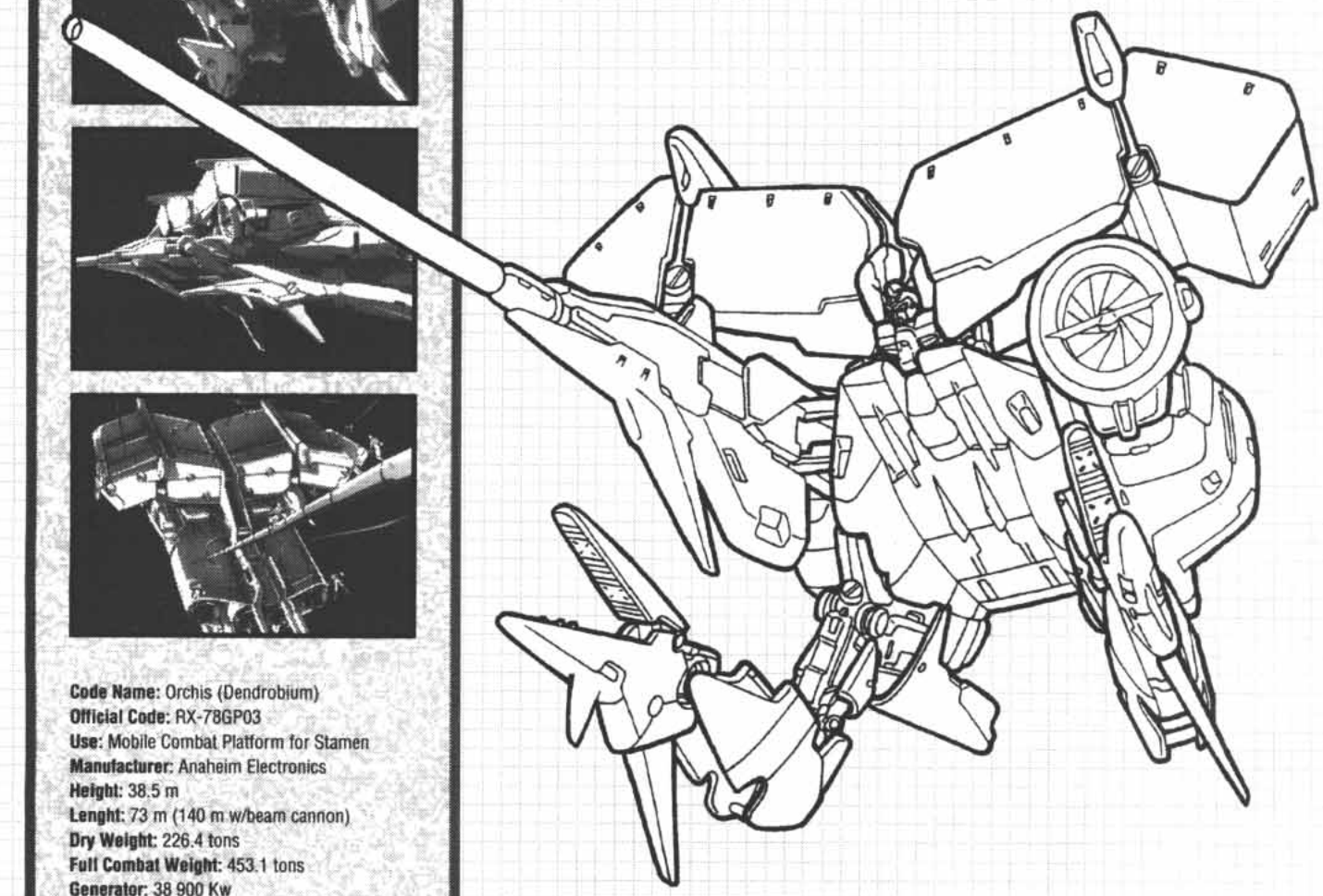
Once a simple test pilot at the Federation Base of Torrington, Kou becomes the Gundam Unit 1's official pilot after Unit 2 is stolen by Anavel Gato. This forces him to work with Anaheim Electronics' engineer Nina Purpleton. The chemistry between the two is immediate, and their love story will unfold throughout the story. This won't be without problems, though, as the war is having a profound effect on the young man, turning him into a vengeful, unpredictable and dangerous pilot.

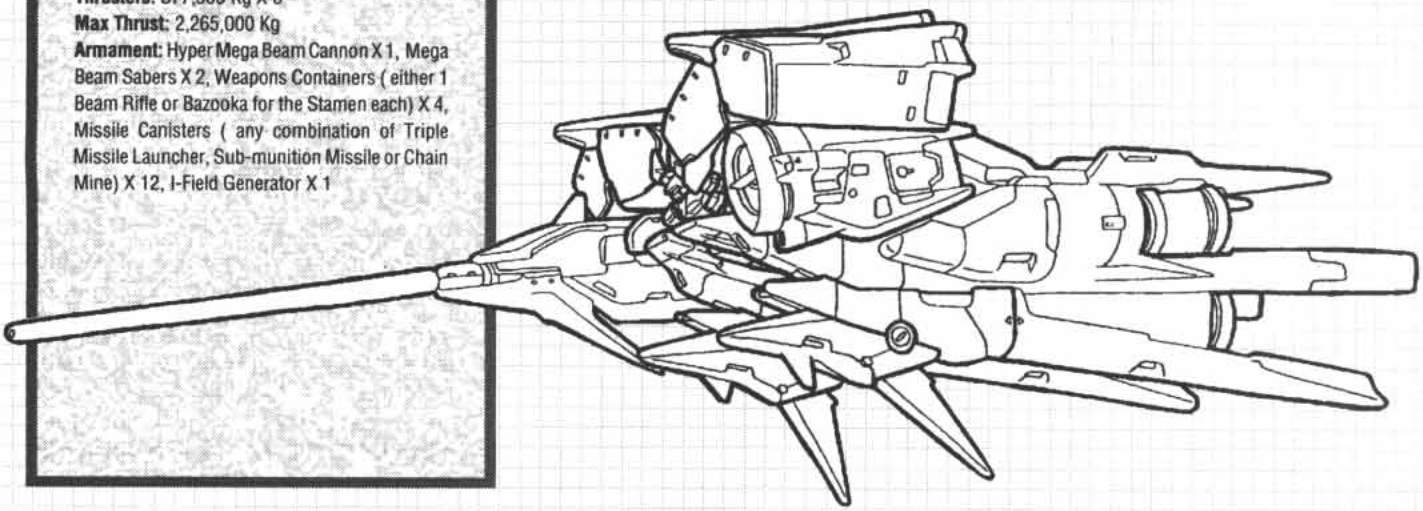
Raymond P Campiglio (Order: 33161643)

ORCHIS COMBAT PLATFORM:

The Orchis served purely as a booster and weapon mount for the GP03S. The platform has several interesting characteristics. One, the Gundam can still operate its weapons while docked with it. In one sequence, the Gundam actually uses two bazookas and the Orchis' beam cannon! Second, the armament of the Orchis — or, more correctly, the "Dendrobium" since the Gundam is docked with it — is extremely diversified: beam cannon, missiles, bazookas, beam rifle, etc. This allows the Dendrobium to fight any enemy it might encounter, which proved crucial when facing Gato's Neue-Ziel.







Code Name: Orchis (Dendrobium)
Official Code: RX-78GP03
Use: Mobile Combat Platform for Stamen
Manufacturer: Anaheim Electronics
Height: 38.5 m
Lenght: 73 m (140 m w/beam cannon)
Dry Weight: 226.4 tons
Full Combat Weight: 453.1 tons
Generator: 38 900 Kw
Thrusters: 377,500 Kg X 6
Max Thrust: 2,265,000 Kg
Armament: Hyper Mega Beam Cannon X 1, Mega Beam Sabers X 2, Weapons Containers (either 1 Beam Rifle or Bazooka for the Stamen each) X 4, Missile Canisters (any combination of Triple Missile Launcher, Sub-munition Missile or Chain Mine) X 12, I-Field Generator X 1

Raymond P Campiglio (Order # 33181648)

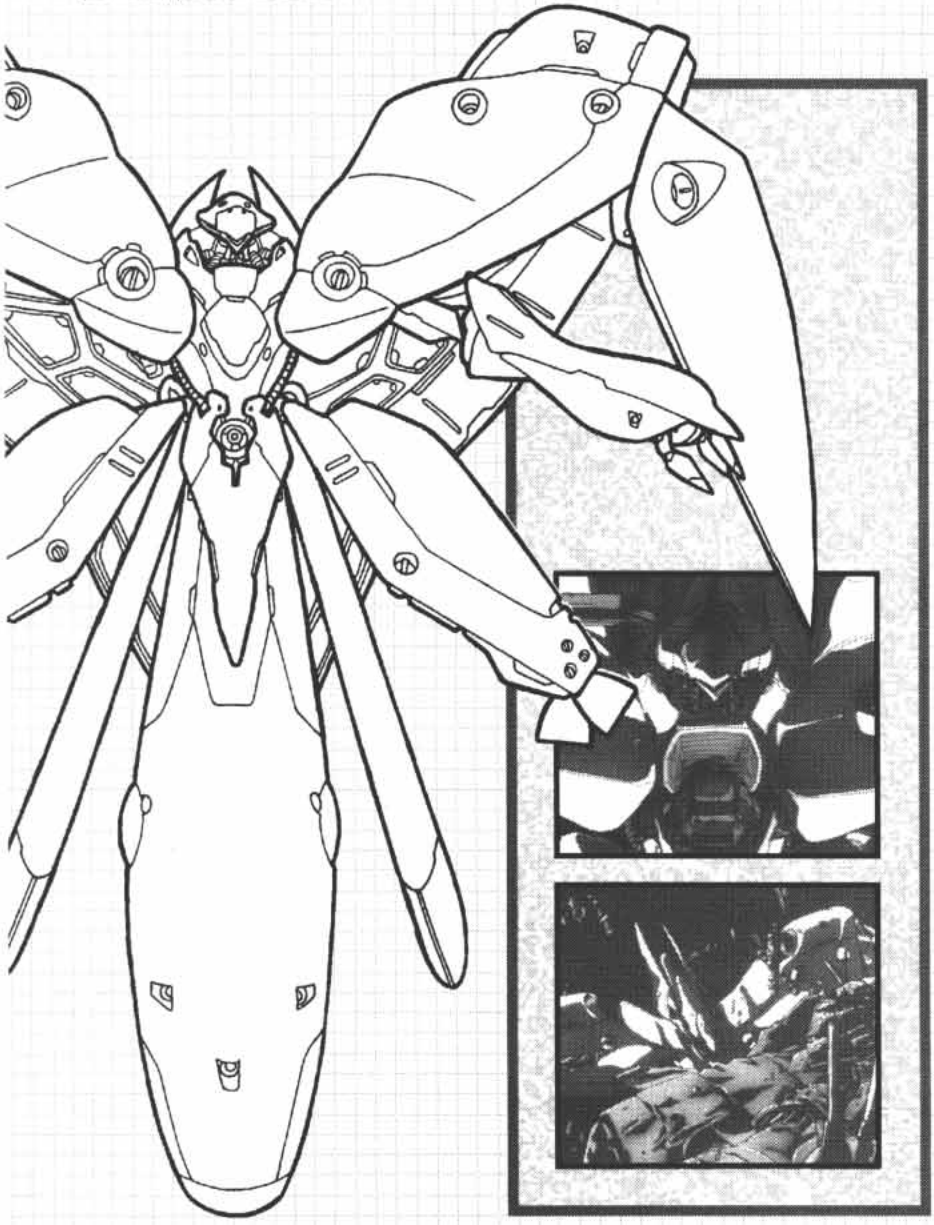
AMA-X2 NEUE-ZIEL:

Neue Ziel means "New Goal", appropriate for a mobile armor which was intended to change the course of history. Built by Axis, the Neue-Ziel is considered one of the most powerful vehicles in the entire Gundam saga.

Possessing the firepower of a heavy cruiser and the ability to use its claw arms as all-range attack weapons, the Neue-Ziel also has both fantastic acceleration capacity and incredible maneuverability. All those qualities make this mobile armor nearly invincible. Although it had all the technology Axis' engineers could cram in, the Neue-Ziel lacked a "psychommu" control system, something that puts a tremendous amount of strain on the pilot. Many consider the Neue-Ziel's "all-range attack system" to be the predecessor of the quasi-psychommu units seen in **ZZ Gundam** and **Gundam Sentinel**.

Even if the Neue-Ziel proved exceptionally successful (more than 20 battleships and 40 GMs destroyed in one battle!), it was never mass-produced for two reasons: one, finding a suitable pilot proved almost impossible, and second, the production cost was prohibitive.

The Neue-Ziel appears in Episode 11 and is piloted by Lt. Commander Anavel Gato, who previously piloted the GP02A.



ANAVEL GATO

Gato was one of the best Jion pilots, and he believed in the Jion ideal with a fervor that was almost fanatical. Yet, he was also an honorable and noble soldier, who cared for those under his command and even sometimes, for his enemies. Operation Stardust will bring him back to Nina Purpleton, with whom he had a love affair on the Moon three years ago. Although he loved her dearly (and still did at the end of the series), he had to leave her to spare her the horrors of the conflict to come. Gato is a tragic character that will live on as one of the best Gundam characters ever.

Raymond P Campiglio (Order: 33161648)

NINA PURPLETON

Nina is the Anaheim Electronics system engineer in charge of both Gundam Unit 1 and Unit 2. This changes as Unit 2 is stolen by Anavel Gato, Nina's ex-lover (who left her three years before) and she finds herself caught in a large scale military operation. To further complicate the matter, her attempt to forget the Jion ace via her work backfires when she meets Kou and slowly falls in love with him.

Torn between her old and new love, who have become bitter enemies, Nina will have to make painful choices about her future by the series' end. Nina is a very complex character, whose motives and emotions are hard to properly understand. She carries many secrets and is definitely a typical Gundam character.

AMA-X2 NEUE-ZIEL:

Code Name: Neue-Ziel ("New Goal")
Official Code: AMA-X2/AMX-002
Use: Heavy Assault Mobile Armor
Manufacturer: Axis
Height: 76.6 m
Width: 73.6 m
Dry Weight: 198 tons
Full Combat Weight: 403.5 tons
Generator: 75 700 Kw
Thrusters: 356,000 Kg X 1, 125,000 Kg X 11, 20,400 Kg X 1
Max Thrust: 1,751,400 Kg
Armament: Beam Cannon X 9, Beam Gun X 2, Claw Arm X 2, Sub-arms (w/beam sabers) X 4, Dorsal Missile Launcher (12 missiles) X 1, Heavy Missile Launcher (5 missiles) X 4, Mini-Missile Launcher (10 missiles) X 12, I-Field Generator X 4

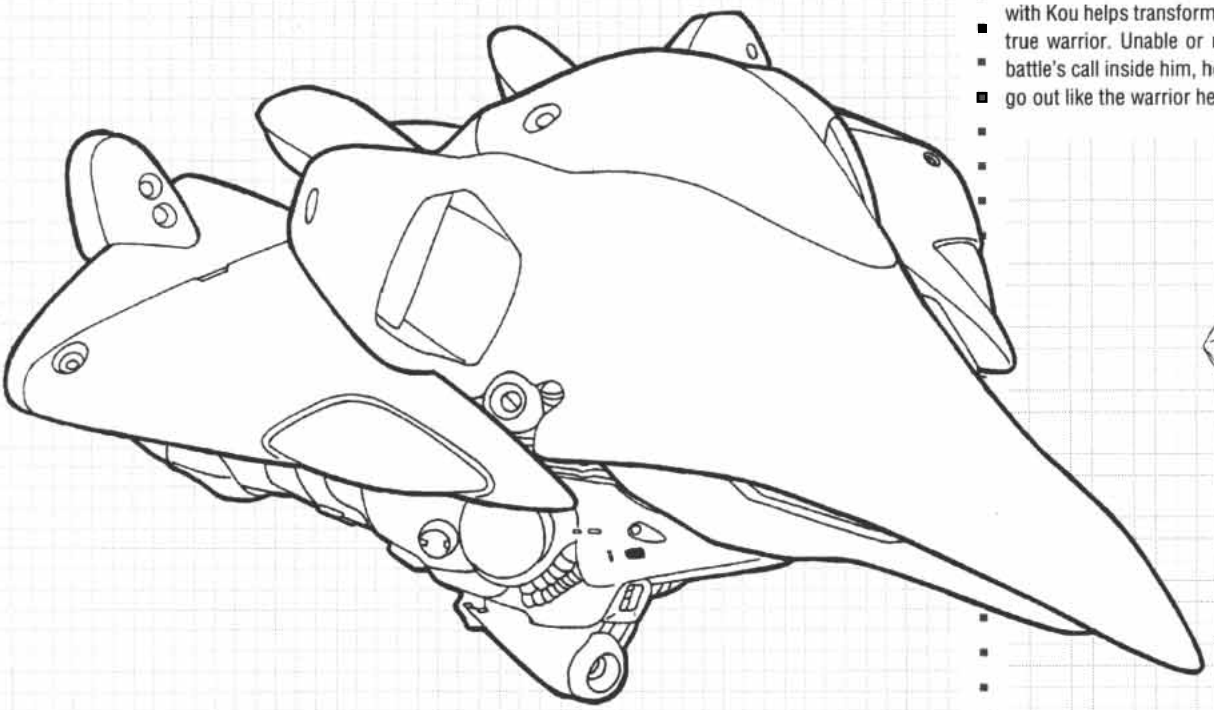
Raymond P Campiglio (Order - 33161643)

MA-06 VAL-WALO:

Designed at the end of the One Year War, the Val-Walo was never completed and was moved to the lunar city of Von Braun by Lt. Commander Gato and pilot Kelly Layzner. This operation was designed by General Delaz, who wanted the machine to be completed there and stored in safe keeping until needed, years later.

Very heavily armed and even more heavily armored, the Val-Walo nevertheless is not one of the most powerful mobile armors. Apart from the usual beam cannons, the Val-Walo is equipped with a unique weapon called "plasma leader", a plasma field generator which traps an enemy mobile suit and fries delicate components, including the pilot.

The Val-Walo is seen in Episode 5 and 6, and is piloted by ex-Jion pilot Kelly Layzner. It is painted in an overall dull red scheme.



KELLEY LAYZNER

An ex-Jion pilot who lost an arm (but not his fighting spirit) in the war, Kelley is the caretaker of the Val-Walo Mobile Armor in Von Braun City. His encounter with Kou helps transform the shy young pilot into a true warrior. Unable or unwilling to suppress the battle's call inside him, he will reenter the fight and go out like the warrior he is.

Code Name: Val-Walo
Official Code: MA-06
Use: Assault Mobile Armor
Manufacturer: Jionics Corps
Height: 22.5 m
Lenght: 68 m
Width: 46 m
Dry Weight: 254.1 tons
Full Combat Weight: 379.8 tons
Generator: 26,030 Kw
Thrusters: 184,000 Kg X 3, 56,000 Kg X 3
Max Thrust: 720,000 Kg
Armament: Mega Beam Cannon X 1, Beam Cannon X 2, Plasma Leader Generator X 3, 110 mm Cannon X 4, Claw arm X 2

Raymond P Campiglio (Order # 33181648)

CIMA GARAHAU

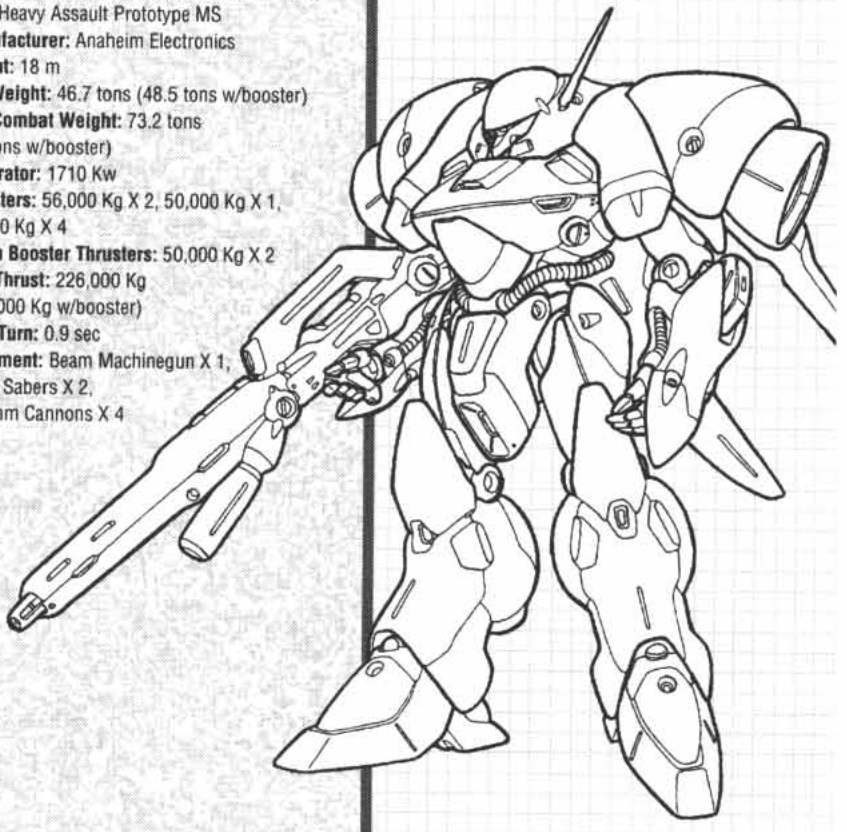
Cima Garahau is a Jion colonel who was in charge of a special commando fleet during the One Year War. It was that unit which was forced, often without knowing it, to perform dishonorable and inhuman acts such as gasing colony cylinders. After the war, she and her men were abandoned by their superior officer as unworthy. Forbidden to join the Axis and left without a home (their colony was destroyed in the One Year War), the men of the Cima Fleet were condemned to wander in space. Shocked by this betrayal, Cima lost her faith in Jion and plotted her revenge for many years, until the events of 0083. Although many people view her as the ultimate evil character, she was actually a decent human being until her cruel fate nearly drove mad. She was a tragic victim of circumstance.

AGX-04 GERBERA TETRA:

Although this machine looks like a Jion MS and was piloted by a Jion pilot, it was, in fact, the fourth Gundam prototype, the GP04. At the beginning of the Gundam Project, Anaheim Electronics designed four different mobile suits. The first three were accepted by the Federation, but the GP04 was rejected. However, since all the basic parts for the suit had already been constructed, the engineers decided to finish the project anyway, keeping additional costs down to a minimum. Because of its performance, the resulting machine was to be used to collect data for future mobile suit development. Although the basic frame is a Gundam-type chassis, the Gerbera Tetra has a distinct Jion look because of the number of ex-Jionics Corps engineers who worked on it.

The armament, added later, was similar to the one used by the Gelgoog MS. The Gerbera Tetra is piloted by Colonel Cima Garahau and is introduced in Episode 13. (Note: the presence of the GT has no bearing on the story. It was designed solely to add another model to Bandai's 0083 collection.)

Code Name: Gerbera Tetra
Official Code: AGX-04 (formely RX-78GP04G)
Use: Heavy Assault Prototype MS
Manufacturer: Anaheim Electronics
Height: 18 m
Dry Weight: 46.7 tons (48.5 tons w/booster)
Full Combat Weight: 73.2 tons
(86 tons w/booster)
Generator: 1710 Kw
Thrusters: 56,000 Kg X 2, 50,000 Kg X 1,
13,500 Kg X 4
Sturm Booster Thrusters: 50,000 Kg X 2
Max Thrust: 226,000 Kg
(326,000 Kg w/booster)
180° Turn: 0.9 sec
Armament: Beam Machinegun X 1,
Beam Sabers X 2,
110 mm Cannons X 4

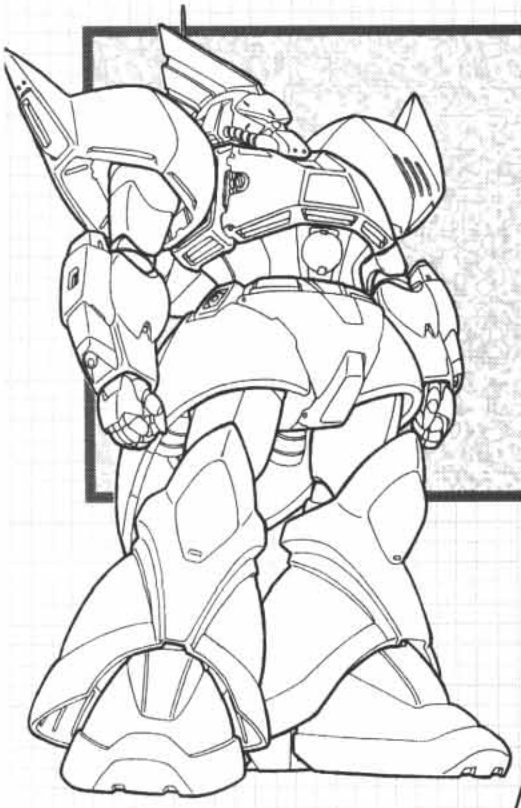


Raymond P Campiglio (Order: 33161643)

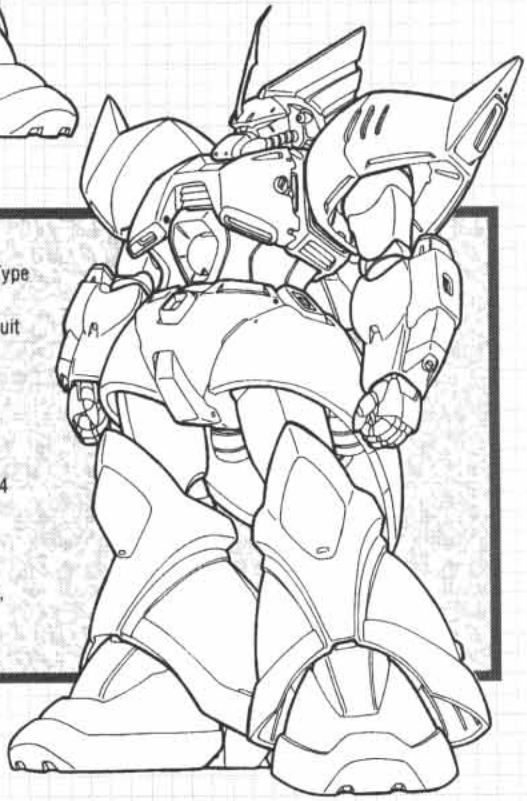
MS-14F / MS-14FS GELGOOG MARINE:

A development of the Gelgoog Jager used in the last months of the One Year War, the Gelgoog Marine was, by U.C. 0083, an already outdated machine. It quickly becomes evident, by the statistics, that the Marine is a downgraded, mass-produced version of the Jager, which probably served as its prototype. The Gelgoog Marine has heavier armor and armament, but is slower and less maneuverable than its forebears.

The officer version of the Marine, the MS-14FS, is equipped with slightly more thrusters and heavier armament, including a beam machinegun and two small 40 mm Vulcan guns in the head. We only see one Officer Type in the animation, piloted by Colonel Cima Garahau.

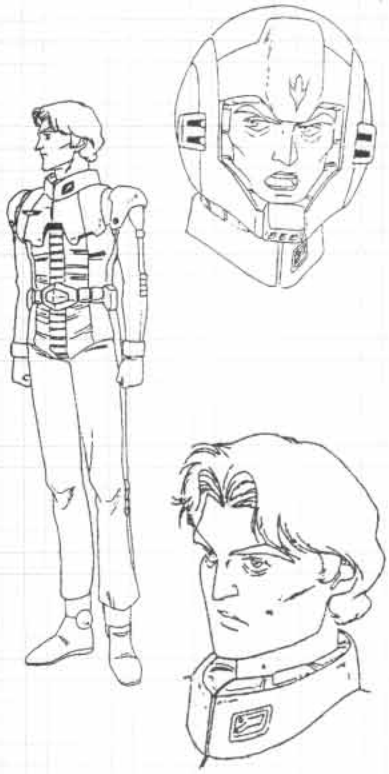


Code Name: Gelgoog Marine
Official Code: MS-14F
Use: General Purpose Heavy Mobile Suit
Manufacturer: Jionics Corps
Height: 19.2 m
Dry Weight: 45.1 tons
Full Combat Weight: 81.3 tons
Generator: 1440 Kw
Thrusters: 20,500 X 2, 7000 Kg X 2
Max Thrust: 55,000 Kg
180° Turn: 1.6 sec
Armament: 90 mm Machinegun X 1, 110 mm Cannon X 2, Beam Saber X 2, Attack Shield X 1



Code Name: Gelgoog Marine Officer Type
Official Code: MS-14Fs
Use: General Purpose Heavy Mobile Suit
Manufacturer: Jionics Corps
Height: 19.2 m
Dry Weight: 40.5 tons
Full Combat Weight: 80 tons
Generator: 1490 Kw
Thrusters: 20,500 Kg X 3, 7000 Kg X 4
Max Thrust: 89,500 Kg
180° Turn: 1.5 sec
Armament: Beam Machinegun X 1, 110 mm Cannon X 2, 40 mm Gun X 2, Beam Saber X 2, Shield X 1

SERGENT KARIUS



Karius was with Gato from the beginning. They fought in the same unit at the end of the war, and Karius worships his friend and would be ready to give his life for him. Gato had total confidence in Karius, and entrusted Nina to him in the last episode. With the death of Gato, Karius becomes the sole surviving member of his squadron.

GILBERT O'SULLIVAN

An executive director at Anaheim Electronics, O'Sullivan tried to increase his personal influence by dealing with both the Federation and the Jion fleets, in particular the Cima Fleet. He was fairly influencial, as he persuaded the Moon's officials to use the Ignition Lasers to boost the colony. However, when Cima lost her gamble, he lost too. No one knows if he killed himself or was removed by Anaheim.

Raymond P. Campiglia (Order # 33161648)

LUCETTE AUDEVIE

Another system engineer working for Anaheim, Lucette is in charge of the third Gundam prototype. The Albion crew meets her on La Vienne Rose, where they go to pick up the GP03S. Her obsession with having Kou as the pilot is still not clear, but the most popular theory makes her a romantic rival of Nina, who gets back at Gato by giving Kou the weapon he needs to bring him down.

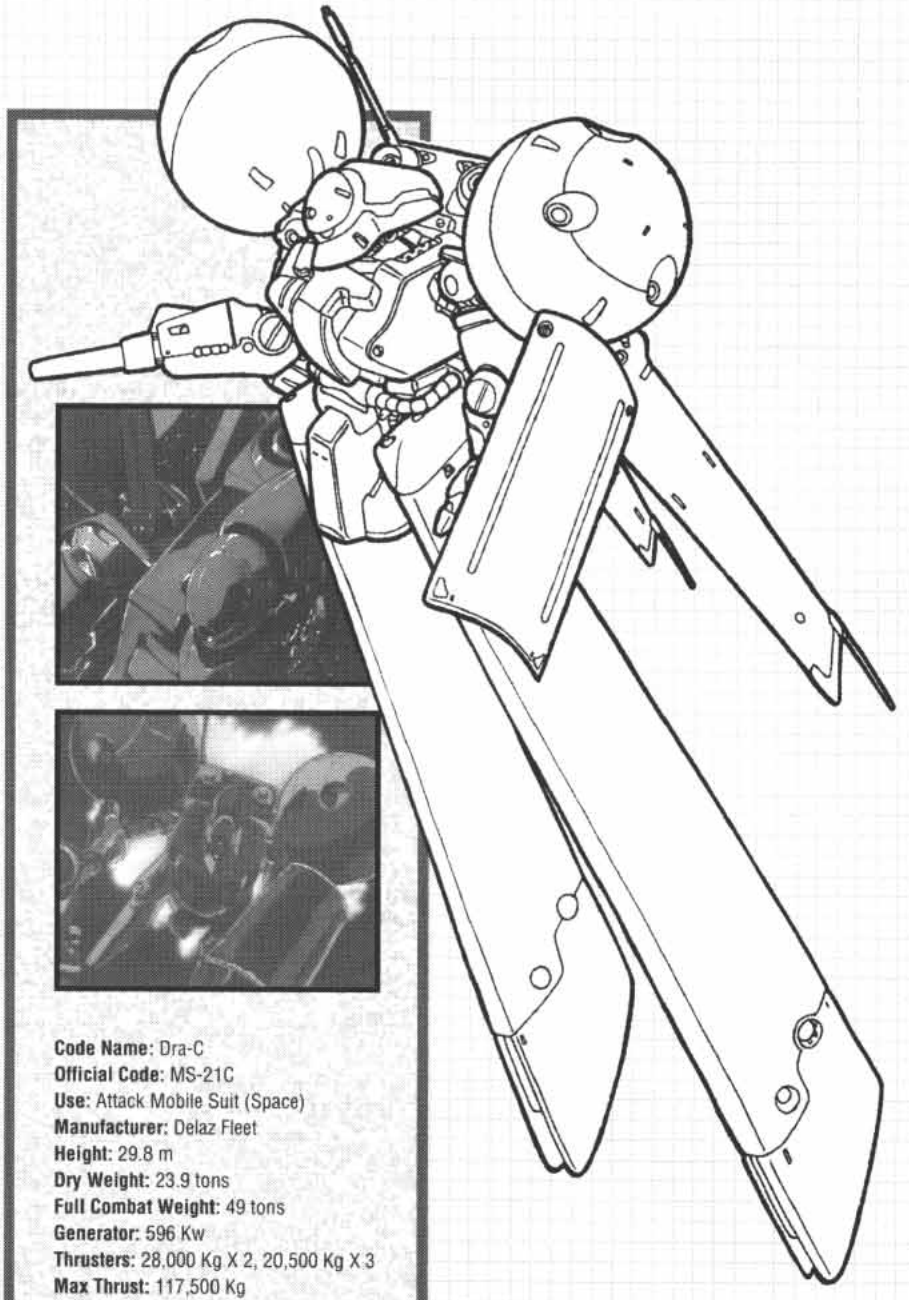
NAKHA NAKATO

Lt. Commander Nakato is a military police officer stationed by Hayman on La Vienne Rose to spy on Kowen's Gundam Project. He was totally heartless, and a coward to boot. He killed a defenseless Lucette Audevie when she tried to give Unit 3 to Kou.

MS-21C DRA-C

The first and only Mobile Suit constructed by the Delaz Fleet, the Dra-C is nothing more than a collection of spare parts bolted together in the approximate shape of a fighting machine. It is mostly composed of MS-06F2 Zaku II parts, mainly the torso and arm units. To keep the machine has simple as possible, no legs were installed and the right hand is replaced by a tri-tube 40 mm cannon. The sole beam saber is mounted on the back of the small shield. Although its armament is light and its maneuverability pathetic, the Dra-C has two redeeming qualities: its high speed and its simplicity, both of which are extremely desirable for a guerilla group like the Delaz Fleet.

The Dra-C is seen from Episodes 5 to 13.



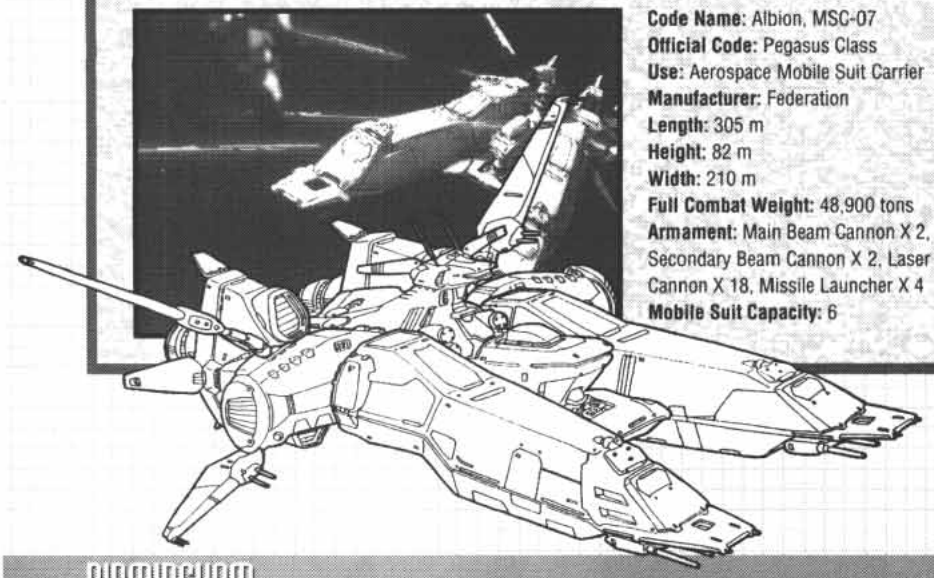
Code Name: Dra-C
Official Code: MS-21C
Use: Attack Mobile Suit (Space)
Manufacturer: Delaz Fleet
Height: 29.8 m
Dry Weight: 23.9 tons
Full Combat Weight: 49 tons
Generator: 596 Kw
Thrusters: 28,000 Kg X 2, 20,500 Kg X 3
Max Thrust: 117,500 Kg
Armament: Tri-tube 40 mm Cannon X 1, Beam Saber X 1, Shield X 1

Raymond P Campiglio (Order : 3318648)

ALBION:

The Albion was the Federation's newest mobile suit carrier. It was the seventh of the White-Base class, and sported many improvements not found in earlier models of the same class. These included reliable mobile suit catapults, many types of engines for propulsion (nuclear, chemical, Minovsky, laser) and all-around higher power output.

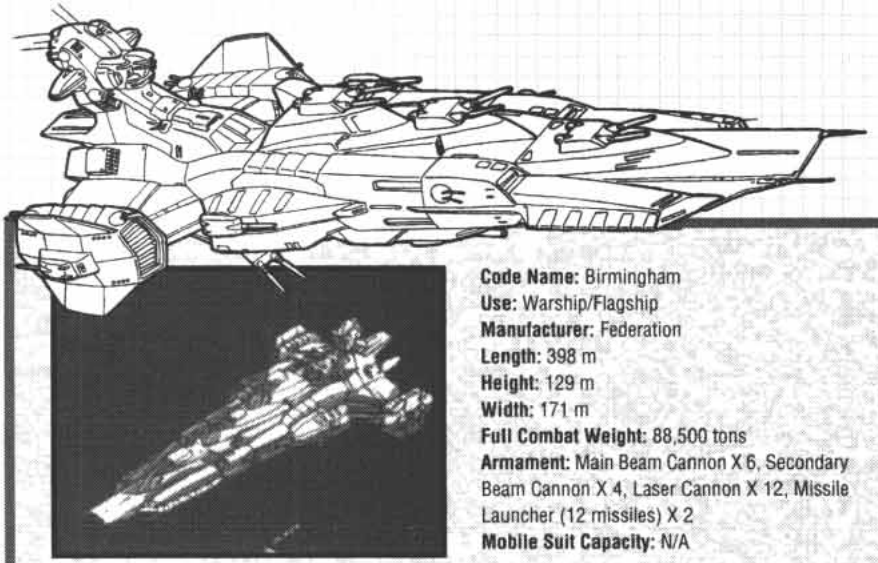
The presence of the Minovsky propulsion system enabled the Albion to make planetfall and launch back into orbit without assistance. It also had the side benefit of creating a pseudo-gravity field in select parts of the ship like the bridge and the living quarters. The ships of the Pegasus Class were the only Federation ships with MS capacity as of 0083.



Code Name: Albion, MSC-07
Official Code: Pegasus Class
Use: Aerospace Mobile Suit Carrier
Manufacturer: Federation
Length: 305 m
Height: 82 m
Width: 210 m
Full Combat Weight: 48,900 tons
Armament: Main Beam Cannon X 2, Secondary Beam Cannon X 2, Laser Cannon X 18, Missile Launcher X 4
Mobile Suit Capacity: 6

BIRMINGHAM:

The Birmingham was largely based on the Magellan and Salamis ship designs. As of U.C. 0083, it was the Federation's newest and biggest vessel, and served as the UNT flagship. It sported a massive amount of weapons, but could not transport Mobile Suits. This proved to be a fatal weakness.



Code Name: Birmingham
Use: Warship/Flagship
Manufacturer: Federation
Length: 398 m
Height: 129 m
Width: 171 m
Full Combat Weight: 88,500 tons
Armament: Main Beam Cannon X 6, Secondary Beam Cannon X 4, Laser Cannon X 12, Missile Launcher (12 missiles) X 2
Mobile Suit Capacity: N/A

JOHN KOWEN

Vice-Admiral Kowen was one of the few uncorrupted commanding officers in the Federation military. He believed that a united and strong Federation had a place for everyone. He didn't hold prejudices against spacenoids and only agreed to Unit 2's nuclear armament to get the rest of the Gundam project funded. Unfortunatly, Operation Stardust gave Hyman the opportunity to remove a man who would surely oppose the Titans' reign of terror.

JAMITOV HYMAN

A Zeta Gundam character, Hyman was a commodore in the Federation military in U.C. 0083. An Earth supremacist, he dreamed of total power and did not hesitate to take drastic measures to attain his goal, like putting spies everywhere. Operation Stardust allowed him to remove troublesome liberal generals — like Kowen — and form the Titans, which would later become his personal army.

BASQUE OHM

Ohm is another Zeta Gundam character. A totally ruthless man, his role in U.C. 0083 was to temporarily replace Green Wyatt at the head of the First Orbital Fleet. He has no compassion or honor, and later becomes Hayman's right hand and features proeminently in the Titans' power structure.

Raymond P Campiglia (Order # 33161648)

ALBION'S BRIDGE STAFF

These five are the bridge crew of the Albion.

• **Lieutenant Ivan Basrof:** Basrof is the Albion's helsman. A calm person who rarely speaks, he has been with Captain Sinapus since the war and they trust each other completely.

• **Lieutenant junior grade Akram Halidda:** Hallidda is the Albion's navigator. He talks too much, but otherwise is a nice and likeable fellow.

• **Ensign William Maurice:** Maurice is calm and reserved, and generaly keeps to himself.

• **Sargeant Peatar Scott:** A young and naive recruit, he is often the victim of the crew's pranks. He is, however, a very competent operator.

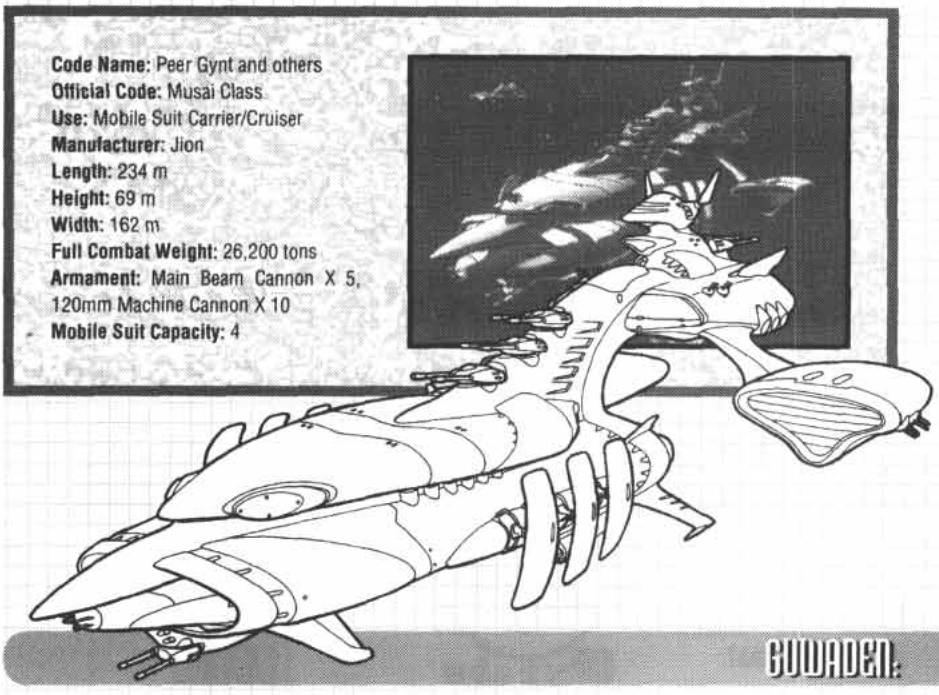
• **Sargeant Jacqueline Simmone:** Simmone is the second bridge operator. She likes to tease Scott whenever she has the chance.

PEER GYNT:

The Musai Class vessels are well-known by Gundam fans as they are used throughout the Gundam saga by various factions, all Jion-related. The Musai was the workhorse of the Jion fleet, and accounted for nearly 80% of Jion ships.

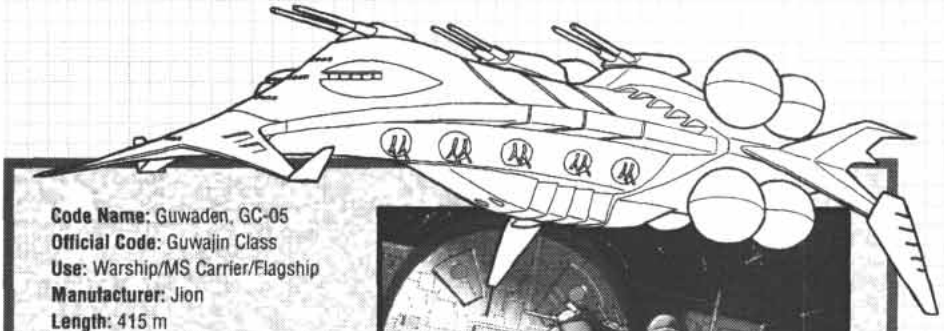
The Musai was the equivalent of the Federation's Salamis Class in size and firepower, but was superior because it could carry Mobile Suits in battle. While it couldn't enter the Earth's atmosphere, the front of the hull was a small transatmospheric shuttle (the Komusai, seen in earlier episodes) which was able to carry one or two MS.

Code Name: Peer Gynt and others
Official Code: Musai Class
Use: Mobile Suit Carrier/Cruiser
Manufacturer: Jion
Length: 234 m
Height: 69 m
Width: 162 m
Full Combat Weight: 26,200 tons
Armament: Main Beam Cannon X 5, 120mm Machine Cannon X 10
Mobile Suit Capacity: 4

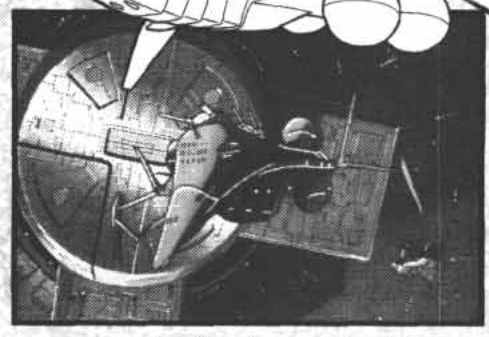


GUWADEN:

Guwajin Class ships were the pride of the Jion fleet. Although few of them where built, their superior firepower and mobility made them king of the battlefield. Costly and technicaly complex, they were only given to members of the Zabi family or trusted generals, like Aiguille Delaz. Although they couldn't enter the atmosphere, Guwanjin Class vessels could travel freely through the Solar System as far as the Asteroid Belt.



Code Name: Guwaden, GC-05
Official Code: Guwajin Class
Use: Warship/MS Carrier/Flagship
Manufacturer: Jion
Length: 415 m
Height: 103 m
Width: 320 m
Full Combat Weight: 108,100 tons
Armament: Main Beam Cannon X 3, Secondary Beam Cannon X 10, 150mm Machine Cannon X Many
Mobile Suit Capacity: 20



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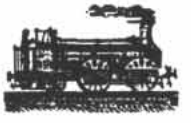

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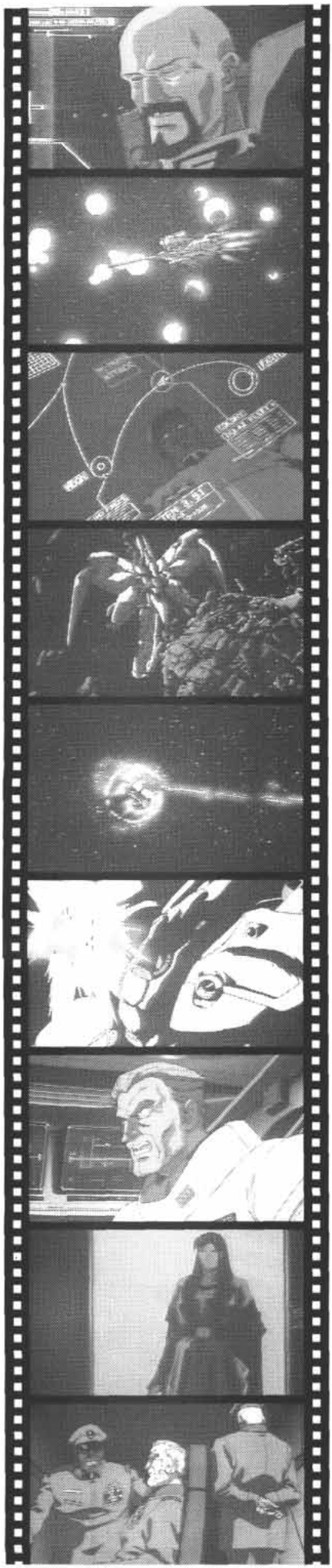


GUNDAM 0083 STARDUST MEMORIES

Originally published in U.C. Herald #2

Episode 12: Assault: The Critical Intercept Point

The Cima Fleet, escorting the hijacked colony, waits to make contact with the Federation fleet. Without warning, Gundam Unit 3 Dendrobium approaches the convoy. Cima is confused, and Deatroaf mysteriously states that the Orbital Fleet couldn't have arrived yet. Cima heads for the communications room. Meanwhile, Delaz speaks with the Axis Fleet. Hustler apologizes on behalf of his fleet for not joining in the battle, but Delaz reassures him, merely asking him to take care of the injured afterwards. Hustler promises to do so. Delaz ponders the mission's success, wondering how they are able to do what required half of the entire Jion fleet before. Some distance outside, Unit 3 engages Jion Zakus and Doms. Kou fires several shots, which the Jion suits easily evade. One Jion pilot comments that "he's just big, that's all." Unit 3 fires a missile cart, making short work of the defending Jion MS. Kou continues to approach the colony.

In General Kowen's headquarters on Earth, Kowen studies the situation. One operator gives the colony's status, saying that it is at the halfway point between the moon and Earth, and that Gundam Unit 3 has made contact with it; the neutral Axis Fleet is retreating to the rear. Even as one of the officers realizes that Gundam Unit 3 can't handle the colony by itself, another checks the time and sees only fourteen hours before impact. Kowen adds that in nine hours, the colony will pass the Critical Intercept Point, so-called because if the colony goes beyond it, it is impossible to stop. The key is to recover the colony and change its course before it reaches that point. Kowen believes that the colony must have propellant remaining for the final course adjustment to Jaburo, propellant which they can use to divert it. Kowen wonders why his Third Orbital Fleet, on orders of the admiral, is gathering past the critical point.

Back in space, Kou sees the Zakus and Doms retreating. Dead silence ensues, followed by beam blasts. Gato, aboard the Neue-Ziel, appears behind a Musai wreck. Both machines exchange beam blasts, and to each pilot's surprise both units have beam barrier defenses.

The Albion speeds towards the combat zone. In the ship's hangar, the MS pilots, all of them edgy, await combat from inside their cockpits. Out in space, Kou is forced to use projectile weapons against Gato's Neue-Ziel because of the beam barriers. Gato winces at the Neue-Ziel's lack of good projectile weapons. A Zaku pilot flies next to him to says the same thing. An angry Gato tells the pilot to mind his own business, but with his guard down Kou scores a missile hit on Gato's MA. An excited Kou races closer, but notices his weapons system blinking, even as the Albion appears. Scott requests the Gundam to return for resupply. Kou initially refuses to give up the golden opportunity to destroy Gato, but Sinapus convinces him otherwise. He reluctantly turns, leaving a cloud of small explosives to keep Gato from following.

Aboard the Guwaden, Delaz discusses the upcoming battle with his staff, who are confident that they can easily defeat the Federation's ships. Cima stands by the door, mocking Delaz about Gato's performance. Reserved as usual, Delaz answers that "unexpected things do happen. Gato is doing fine." Cima, angered by Delaz's reply, breaks into a sinister smile and says "unexpected things do happen." She walks away from the door, and gunshots pierce the still air.

The Federation fleet from Konpei, which had ran out of fuel earlier because of Delaz's moon feint, prepares to resume pursuit of the hijacked colony. The Konpei base commander speaks with the fleet admiral, who orders the former not to pursue the colony. The base commander is stunned.

Kou returns the Dendrobium to the Albion, where its weapons are being reloaded. A warning siren blares out, meaning enemy units have tailed Unit 3 to the Albion. Sinapus orders the ship to back off. Despite Mora's objections, Kou takes the Stamen out into combat, just as enemy mobile suits fly past Monsha's position and towards the Albion.

Within Jaburo, Kowen pleads with the fleet admiral, who is accompanied by Jamitov Hyman. Cima's grinning face vanishes from a viewscreen. Kowen asks the admiral what he plans to do, making use of this situation, but gets no response, except to hear Jamitov cock a gun at him. The admiral refuses to answer, and Kowen is taken away. The admiral wonders why Unit 3 fell into the Albion's hands.

Raymond P Campiglio (Order # 33181643)

Out in space, the Neue-Ziel is refueled and supplied by Gradol's convoy. Gato refuses to rely on "the likes of Cima Fleet." Even as Gradol tries to calm him, Gato states that only he can defeat the Gundam. Looking intently at Earth, Gato promises to defeat Unit 3 before it appears on their front. Like Gato, Kou sits in his cockpit, wondering what the future holds. Only three hours and eleven minutes remain before the Critical Intercept Point. Sinapus offers Nina the escape raft, but Nina opts to stay and see the battle to the end. Sinapus orders his ship to advance.

Gato wonders why Cima's Fleet is advancing too far ahead of the convoy, and is concerned that Cima has some other plans. His suspicions turn out to be true. He then flies into battle, reminding his men that they have nowhere to return to. Meanwhile, Cima and her men have forcibly taken over Delaz's ship, killing his bridge crew. Deatroaf informs Cima of sensor readings in front. Cima grins, saying "perfect timing."

On the Albion, Scott picks up the same thing on his sensors, and informs Sinapus of the luminous object portside. Sinapus looks at the formation in Earth's direction, and sees the array. Monsha spots an enemy attack, and a slew of Jion ships and mobile suits led by the Neue-Ziel attack the lone Albion. The Dendrobium rockets into battle, and the two rivals clash again. Kou evades Gato's fire, and finds himself facing Gradol's Peer Gynt, which he demolishes.

Aboard the Guwaden, Cima monitors the colony's approach towards the Critical Intercept Point. Delaz furiously asks Cima what her plans are, but she refuses to answer. One of Cima's men informs her that an enemy unit has punched through their defense.

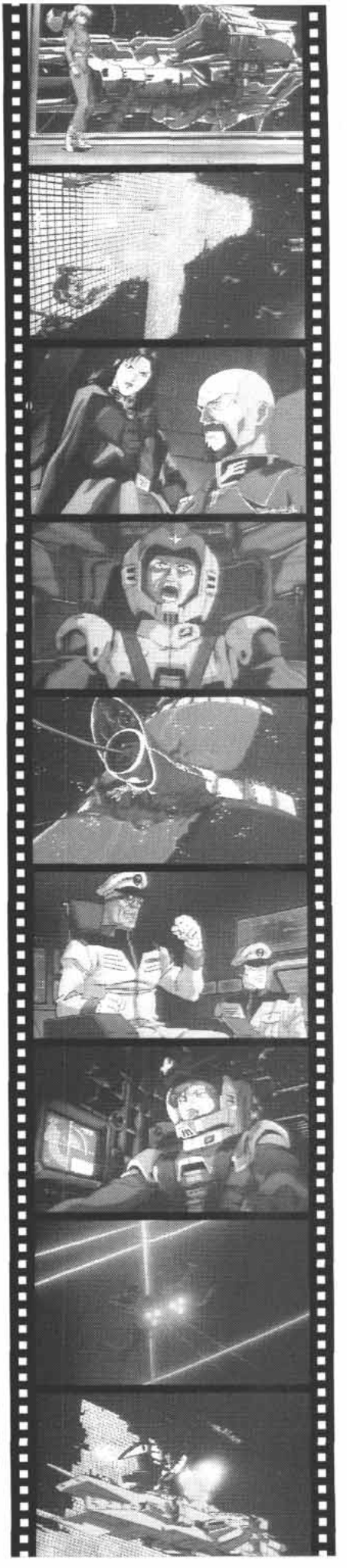
Close to the Albion, Bait and Monsha fight off the attacking mobile suits. With only four minutes left, Kou blasts through the defending units. On his tail is Gato's Neue-Ziel. The Neue-Ziel fires an arm at the Dendrobium, crushing its I-Field engine. Kou begins to rocket straight for the colony, avoiding Gato's beam attacks and ignoring everything else. Gato's beams strike the barrier-less Dendrobium, but Kou pushes on. The colony, however, passes the Critical Intercept Point. An emotional Simmone reports this fact to the captain, who's still determined to stop the colony. Maurice breaks in, saying that there's a message from the First Orbital Fleet, which states that the Delaz Fleet has ceased fire.

Gato hears the same announcement, and is enraged. Meanwhile, Federation ships positioned in front of the Critical Intercept Point assemble a huge array of mirrors. Delaz stares at the Solar System weapon blocking the colony's path. Cima gloats over the angry Delaz, and explains that this is how she survived, adding that she'll switch sides if there's a good enough reason. The Neue-Ziel flies in front of the Guwaden, even as Delaz regrets recruiting Cima. Cima orders Gato not to do anything, telling him not to damage her gift to the Federation. Delaz, unusually emotional, orders Gato to proceed with the mission. Cima goes beserk, even as Delaz tells Gato to step over his dead body. Cima asks Gato if he wants to disgrace Delaz with "the worst punishment of space." Cima levels her gun at Delaz, while Gato tries to conceal his helplessness and pity for him. Delaz proudly utters "Sieg Jion," and is shot by Cima. Gato's rage explodes, and he fires the Neue-Ziel's forearm into the Guwaden's bridge.

Episode 13: The Storm That Runs Through

As Gato retrieves the Neue-Ziel's arm from the Guwaden's bridge, air begins to rush out of the hole, throwing Cima's men into the void. Cima, however, manages to escape. Basque Ohm informs Sinapus that the Cima Fleet will help protect the Solar System weapon. Sinapus angrily compares the situation to a military dictatorship. Uraki hears the same news, and wonders what Lt. Burning and Kelley died for. In a fit of rage, he kicks in the thrusters of the Dendrobium and heads for the mirrors. Meanwhile, Gato blasts towards the Solar System, the only thing standing in the way of Operation Stardust's success. Informed of the Neue-Ziel's approach, Basque Ohm curses Cima's failure to do her part, and orders his ships to fire at the approaching MA to buy them some time. Cima leaves the Guwaden with the Gerbera Tetra. She's angry at Gato for ruining her plans and almost killing her. Cima fires at the Guwaden's rear hangar, destroying the ship. While all hell breaks out in front of the mirror array, the control ship staff makes final preparations for firing. Cima approaches her flagship, the Lili Marleen, telling her subordinates not to light the guide beacon or else they'll get killed. A bolt of light from 12 o'clock high strikes the Lili Marleen, destroying it. Cima gasps, then whispers "I knew it." She is right, as crazed Kou heads for the Cima Fleet vessels protecting the Solar System, despite warnings from Scott that it is about to fire.

Gato, meanwhile, is cutting down some Federation ships, shaking Basque Ohm's resolve. In a panic, Ohm orders the colony to fire thirty seconds before the final calculations can be completed. Gato's Neue-Ziel makes contact with the mirror surface, and begins to search for the control ship. He spots it, and a split second later the mirrors align and fire a bolt of



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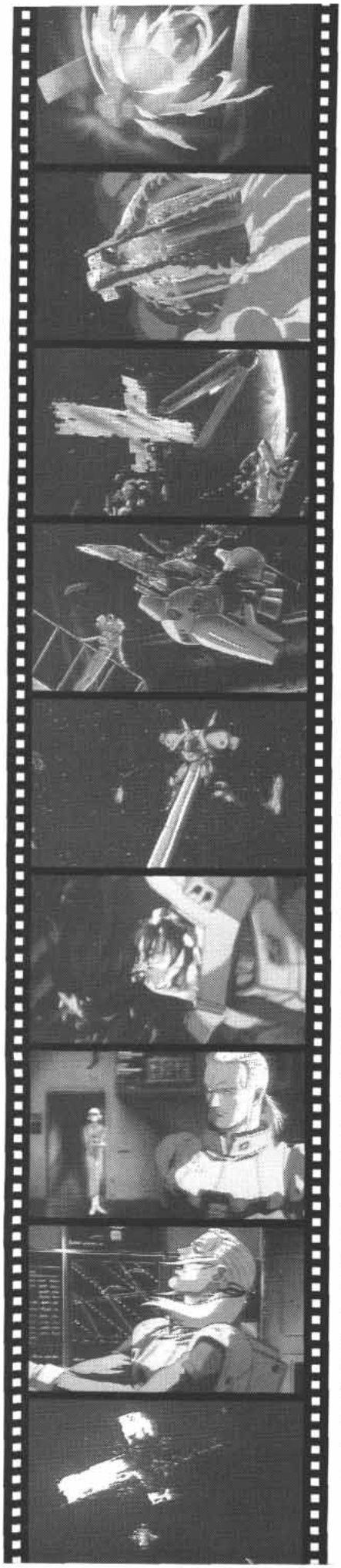


MECHA SYNOPSIS

pure light towards the falling colony. Gato levels the Neue-Ziel's beam cannons on the control ship and fires repeatedly. He pulls away, and the colony is enveloped in light and smoke, bringing smiles into Basque Ohm's and Cima's faces. The control ship, however, explodes. The colony, scarred but intact, appears from behind billows of smoke. It is now directly in front of the mirrors and the defending ships, both the Federation's and Cima Fleet's. As the ships try to escape, they collide with each other. The colony drifts through the mirror array, scattering the pieces. Watching from his mobile armor, Gato says "no one can stop it now," and smiles tenderly. He then flies towards the colony.

On the Albion, Simmone notes that the colony has entered its final deceleration course. Sinapus wonders where Uraki is, and why he hasn't returned to the ship. Mora appears on his screen, telling him that Nina left the ship via the port deck. From outside, Keith sees the Core Fighter fly erratically towards the colony. He tries to approach, but enemy fire prevents him from leaving his position. Meanwhile, Kou drops in on the Cima Fleet vessels, eliminating them one by one. A Gelgoog pilot begs Cima to retreat, but she answers that they have nowhere to retreat to. Desperate, she dives towards the Dendrobium Stamen in her Gerbera, screaming "whose side are you on?" Before Cima can react, Kou meets her charge head on, impaling the Gerbera on the mega cannon. The impact dismembers the MS and ruptures both Cima's cockpit and her helmet. Before Cima can die from the vacuum, however, Kou fires the cannon, reducing her to atoms. With Cima returned to space dust, Kou remembers Gato and the colony...

Meanwhile, Gato has docked the Neue-Ziel outside the colony. Inside the colony's control room, he puts his gun on the panel and sets the program to adjust the colony's trajectory. Nina enters the room and begs Gato to stop, but Gato insists that he will finish Stardust. Nina tells Gato that the colony is already sure to fall on Earth and doesn't need to hit Jaburo. Gato reveals that the target isn't Jaburo. Nina sobs, wondering why they had to meet again after they parted on the moon. Gato, in a gentle yet determined voice, tells Nina how he wanted her to forget their past. Nina weeps as Gato goes on, saying "I have devoted my body and soul to the resurrection of Jion. You might be the true witness of Stardust." Nina finds Gato's gun and threatens to shoot. A shot is fired, however, by someone else - Kou, who has entered the control room as well. Gato, bleeding and screaming in pain, still manages to pull the lever, activating the program. Nina tends to the bleeding Gato, and helps him to his feet. With his gun pointed at Gato, Kou demands that Nina step away from his rival. She refuses, saying that there's no longer any reason for the two to fight. Nina explains that she wished that things would not end this way. Kou, confused about Nina's feelings for himself, questions Nina's affection for him. A distraught Nina denies Kou's accusation. Gato suddenly stands straight and pushes Nina away. Even though his expression reveals the pain of his wound, he stares at Kou quietly, waiting for the bullet. Nina then pulls a gun on Kou. Kou, shocked beyond belief, reminds Nina about Gato's theft of Unit 2 and the colony drop. Nina fires her gun into the air, and tells Kou that "it's not about those things." He begs her to stay, but she exits with Gato and locks the door behind them. Kou screams in anguish.

Meanwhile, the Axis Fleet monitors the developments. Orders to rescue wounded soldiers and damaged units ring out, as Hustler and his officers view the colony's final course. Hustler whispers, "Delaz, the Stardust is born. You made it." An officer informs him of the arrival of the Konpei Fleet from the moon.

Aboard the colony, Nina patches Gato's uniform. Gato tells Nina that he now knows of Nina's relationship with Kou, and consequently he wants her to leave him even more. Nina refuses to abandon him, saying she had no choice. Gato apologizes, and seemingly approaches Nina to hug her. He then punches Nina in the stomach, and she loses consciousness. The Neue-Ziel then leaves the colony clutching the Core Fighter's escape hatch, with Nina inside. Karius flies by and, informing Gato of the impending attack by the recently-arrived Konpei fleet from both flanks, insists that Gato escape with them.

Kou, in the Dendrobium, exits the colony. Scott's voice comes in, saying that the colony's disintegration has begun, and that they did their best. Uraki responds, and a joyous Scott gives him the Albion's current location so the two vessels can meet. Kou is surprised, however, to see the Neue-Ziel hovering just outside the colony, waiting for him. Gato says "If you weren't a part of the rotten Federation, there's no need for you to go through all this anguish." Kou responds by turning on his weapon systems. Some distance away, several Rick-Dom carry the hatch where Nina is. As Karius ponders Nina's karma, he notices a light to his side. It turns out that Basque Ohm has partially rebuilt the mirror array with 35 percent of the original surface area. One operator informs him that the Neue-Ziel will circle the Earth and will soon appear in their sights, while another says that the efficiency of a second shot will be below 25 percent in the absence of the control ship. Basque Ohm's inferior reminds him that the enemy mobile

Raymond P Campiglio (Order # 3318164)

armor is locked in combat with Unit 3, but Basque Ohm doesn't care, saying he just wants to destroy it. Meanwhile, the battle between Federation and Delaz Fleet ships continues. After taking several major hits, Sinapus decides to pull the Albion back from the combat zone, saying that they had done their best.

Kou and Gato dogfight. Gato drops the Neue-Ziel's fuel tanks, turns, and severs the Dendrobium's right arm with a beam blast. Kou activates the left arm's beam saber, but Gato wrestles it with the Neue-Ziel's right arm. Gato cries that Kou has no weapons. The control line of the Neue-Ziel's arm is severed, and the two machines circle each other. Kou spots Gato approaching from behind, but he is too slow. Four small grappling arms pop out of the Neue-Ziel! Gato drops over the Dendrobium and the grappling arms quickly embrace the Dendrobium's torso, preventing MS/armed base separation. A bright light draws the attention of the two pilots. The partially rebuilt Solar System come in view. Basque Ohm's inferior begs him to wait because their own ships are in the line of fire, but his plea falls on deaf ears. Basque Ohm, his revenge against the Neue-Ziel now at hand, grins as the mirrors align, engulfing Kou and Gato in blinding lights. Kou screams in pain.

At the Federation's headquarters in Jaburo, two soldiers escort Kowen, who has been stripped of his rank insignia. An official aboard a jeep arrives and informs them that the transfer has been canceled, and that the colony won't fall on Jaburo. One soldier notices something, and strong winds sweep the base. The people look up and see the glowing colony pass over Jaburo. Kowen murmurs "this incident will change history." Out in space, awakening inside his burnt and disintegrating Dendrobium, Kou finds Gato absent, and wonders why he was spared. He pops the Stamen free from its now-useless armed base. He sees Basque Ohm's ship, and angrily fires the beam rifle in its direction.

Aboard the Axis Advance Fleet's main ship, Gato is continually hailed but the ship receives no response. Hustler approaches a weeping Nina, and points out the ring of light forming around Earth. Nina realizes that the colony hit Earth, even as Hustler solemnly declares it as the shining light from the souls of men.

Gato, in a partially burned Neue-Ziel, leads the Delaz Fleet survivors to where Axis forces can pick them up. A large Federation contingent, however, blocks the way. Basque Ohm's officer addresses the Delaz Fleet survivors, asking them to surrender. Gato, however, instructs his men to break through and join the Axis Fleet so that the truth about their fight can be told to future generations. Basque Ohm's officer then turns to address the Axis forces, reminding them that the duration of their stay has expired, and threatens to engage them in battle if they stay any longer. Reluctantly, Hustler orders his men to wrap up the retrieval operation. Despite Nina's plea for more time, Hustler issues orders to return to Axis. He looks at Nina and offers her a choice for her future.

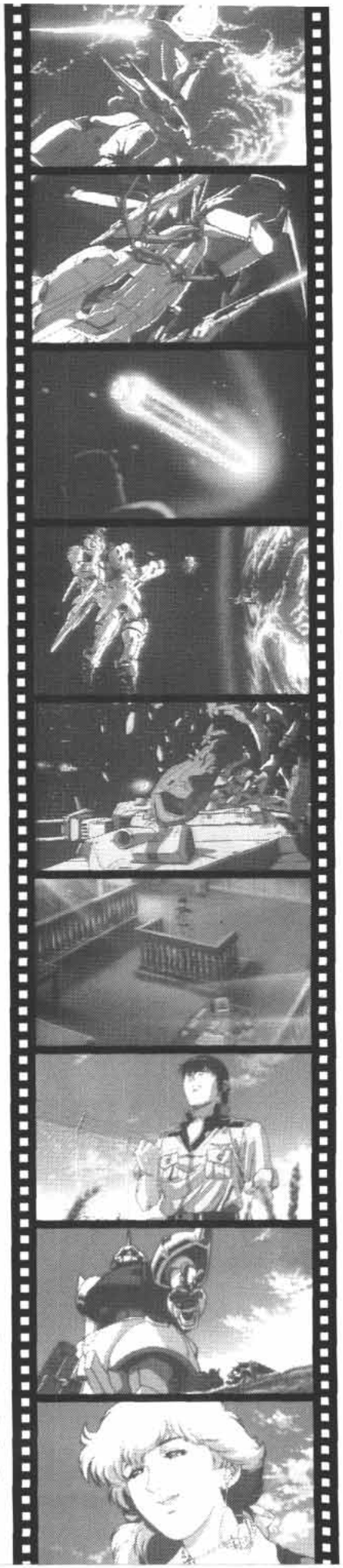
Gato leads the charge against the Federation blockade. Despite his injury and the damage to the Neue-Ziel, he destroys several ships. In a final act of defiance, he slams his MA into a ship, destroying it and the Neue-Ziel along with himself. From the main Axis ship, a small vessel leaves for Earth.

Some time later, Kou is tried for disobeying orders and stealing Unit 3. He offers no defense, and is sentenced to a year in prison. (On the same day as Lt. Uraki's trial, Captain E. Sinapus was sentenced to death, according to the laserdisc liner note.)

Three days later, Basque Ohm gives a speech, using the incident to drum up fear of spacenoid movements. Citing how the colony drop "inflicted severe damage to the granary of North America," he reasons that there exists a need to protect Earth and preserve her power, thus giving birth to the Titans. (While Basque Ohm speaks, images flash, including one of O'Sullivan's death at Anaheim, a supposed suicide, and of the Albion bridge crew joining the Titans. Bait, Monsha, and Adel join the Titans as well.)

Some time later, all records of the Gundam Development Plan, which was under General Kowen's supervision, are erased. Also deleted were all records pertaining to the Gundam Units. Consequently, Kou's criminal record is erased as well.

Three months after the trial, Kou is reassigned to the Federation's Oakley Base in Kansas, North America. Kou, an ensign once more, sees the wheat and remembers Gato. A Federation-captured Gelgoog walks by, and flashes a peace sign. Kou, confused for a moment, smiles as he suddenly realizes the pilot is Keith. As he runs alongside the MS, he spots a jeep with Mora and Nina. Nina steps out, hesitant for a moment, then smiles.



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Raymond P Campiglio (Order: 33161643)

HEAVY ARMOR

By the DP9 Modeling Team

HEAVY ARMOR is a regular feature that takes a look at some of the miniatures available on the market for mechanized science-fiction gamers and modelers. Thus, while mecha and powersuits are often reviewed, don't be surprised to see a tank or a fighter once in a while.

The reviews are mostly centered on the molding and general appearance of the miniature as it comes out of its package. Whenever possible, accuracy is checked against the gaming illustration which served as template. Other review criteria include molding quality, details and so forth.

NAME: Salamander PPR-5S
MANUFACTURER: Ral Partha Enterprises, Inc.
KIT NUMBER: 20-790
MATERIAL: Ralidium™ alloy

One of the new 3055 FedCom machines, the Salamander is an assault 'Mech equiped with deadly LRM racks.

The model is molded in three pieces: body, left arm and right arm. Assembly is fairly easy if you reshape the pins to fit properly (they are a bit too large).

Although there was some flash, the moldlines were generally discrete. The only exception was the heavy moldline running along the top of the shoulders, which was hard to remove.

No base was supplied so the model was glued to a standard hexagonal base.

NAME: Medium OmniMechs Boxed Set
MANUFACTURER: Ral Partha Enterprises, Inc.
KIT NUMBER: 10-841
MATERIAL: Ralidium™ alloy

This is another beautifully designed Battletech boxed set, this time containing the four Clan medium designs: Dragonfly, Fenris, Black Hawk and Ryoken (Viper, Ice Ferret, Nova and Stormcrow for Clan warriors). All four machines come with metal hex bases. Flash and mold lines, although very common, are easy to remove with a set of files and some sandpaper. Only the Fenris posed minor problems in the leg area, with some hard to reach mold lines.

All add-on parts can be interchanged when building the miniatures. Ral Partha even included a few extra pieces should the modeler decide to build a new version. As far as we can tell, all OmniMechs are supplied in the basic weapon configuration ("prime" configuration).

Like the previously reviewed Light OmniMech Set, the fit is very good for most parts. Except for the Fenris, which has a one-piece lower body, all have separate feet, legs, and hips. This is generally not a problem since you can dry-fit the model and then apply super-glue to solidly attach the parts together.

The Ryoken's arms barely fit above the leg units, so it's better to assemble everything else and leave the arms for last, when they can be adjusted to fit properly. The three others posed no assembly problems whatsoever.

Like the Light OmniMechs before them, the models were given a coat of primer followed by Polly S' Bugbear Brown, which was then drybrushed to bring out the numerous details. The trim was then applied using a small paintbrush, followed by a coat of clear mat varnish.

Raymond P. Campiglia (Order # 3318148)

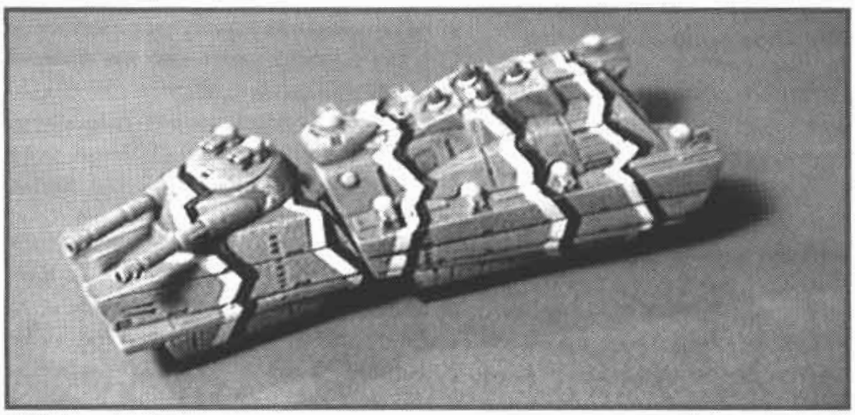
NAME: XME-419X Vortext
MANUFACTURER: Rafm Company, Inc.
KIT NUMBER: 1020
MATERIAL: Pewter alloy

The Vortext is probably one of the best mecha miniatures ever released by Rafm. Although the design hasn't been published yet in any Mekton book, it should prove very popular with Mekton players nonetheless.

The model is molded in one piece and has a few light moldlines. A nice beam gun is also provided, although we chose not to use it. The only clean-up problem we encountered was with the unusually-placed shoulder missiles, which are delicate and easy to damage.

Like many other Mekton miniatures, no hex base is provided for the model, so we used a standard Rafm base.

NAME: Paneuropean Fencer
MANUFACTURER: Ral Partha Enterprises, Inc.
KIT NUMBER: 93-020
MATERIAL: Ralidium™ alloy



Ogre started as a small and inexpensive boardgame featuring the nuclear battles of an army trying to defend itself against a gigantic robotic tank. Now, years later, Ogre makes a comeback with miniature rules and new Ogre designs.

The Fencer is the first truly original design by the Paneuropean Federation. Like most Ogres, it is articulated and has four massive sets of tracks. Unlike them, however, it does not have a conning tower. The model is impressive when placed next to other miniatures. The tracks, turret and superstructure are all molded separately and are very detailed. There are a few moldlines but they were easy to remove — except one, located at the rear of the tank. This one may require some filling with model putty.

Painting is easier if the two chassis and the turret are all painted separately. The use of epoxy to glue the chassis together is recommended. It is also advisable to add a metal pin to strengthen the joint, but it is not absolutely necessary.

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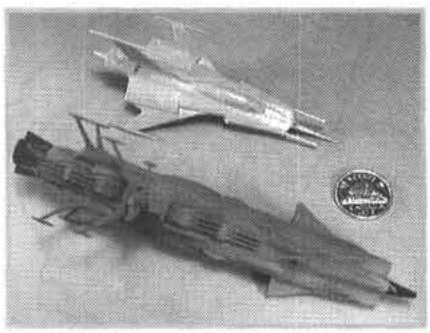
MODELING SPACESHIPS

By the DP9 Modeling Team

Spaceships play a major role in the story of Gundam 0083, and several kits of the vessels seen in the Gundam saga are commonly available through anime model suppliers. Indeed, of all science-fiction models, spaceship miniatures may well be the easiest to find. Even the smallest hobby shop will usually carry at least a few Star Trek or Star Wars kits. Add to this fact that spaceships are the easiest thing to scratchbuild and this may well explain the popularity of the spacecraft for the SF modeler.

In this article we will briefly examine the many aspects of building a convincing replica of any spaceship. Of course, not all project will be built using all the tricks described here, but we do believe everybody can find something useful.



Standard scale?! These models of a fighter and a battleship are the same size

SCALE

While most other models are "scale", spaceships are seldom released within a set of standard scales. This is mainly due to the huge discrepancy between the different designs: even if we wanted to, we just couldn't build a Musai-class cruiser at the same scale as Breetai's flagship... Anything goes, from 1/32 scale for a small one-man (or one-alien) battlepod to more than 1/50 000 for a gigantic command vessel.

HULL

All spaceships possess at least one hull. Exotic or alien designs can have more, joined together with struts or wings-like appendages. To simplify the text, all future references to "hull" include all hulls which may be present in the model. The hull defines the shape of the ship, and is the base to which all details will be attached. For that reason, it must be very solid and able to withstand rough and frequent handling. Use liberal amounts of glue, and fix any gaps that you may encounter.

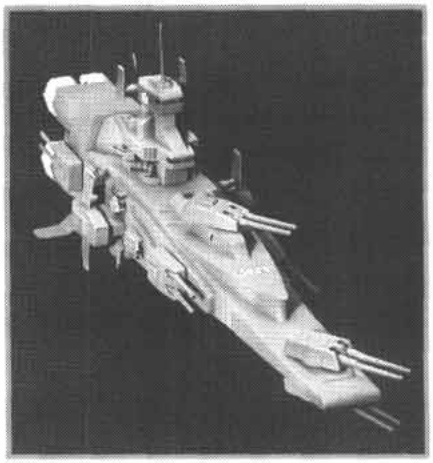
For a scratchbuilt model, this step is even more critical. Don't hesitate to add wood or plastic reinforcement if a section seems flimsy. Cross-members made out of balsa or styrene stick can be used to support skin panels and superstructure, especially around stress points (see below). If you don't, you may well find yourself staring at gaping holes or, at worst, a broken hull at a later stage in the construction!

Before closing up the hull, you must locate and add any interior details, like cockpits, bridges, shuttle bays, etc. Shuttle bays don't have to be complete when you glue them to the hull. Just make sure you'll be able to work on them later on.

Make sure that the way you decide to suspend the model in the air is safe and solid, reinforcing the stress points if necessary. Stress points are any areas of the model which will have to support weight. Commercial models usually come with a solid stand. It is also time to install the electrical lighting system (more on that later), if you are using one.

DETAILS

Many spaceship models, when completed, typically look small. While the paint scheme primarily accounts for this phenomenon, a lack of detail is also a big factor.



A spaceship is generally a huge craft. Its skin may seem clean and smooth, but up close it is a mass of panels, conduits, navigation and viewport lights, attitude thrusters and antennae. Your model will look much bigger if you represent a complex surface on its hull. Warning! This is easy to overdo. The hull must still seem relatively smooth when seen from afar, and even more so if the model is small.

The easiest way to achieve a complex surface is to glue small irregular pieces of styrene directly to the hull. Unless you want to represent a very rough surface or a big conning tower, use the thinnest plastic you can find. Paper is also a valid alternative, but you must be prepared to work with super glue. On large scale spaceships, electrical wire can be used to represent ducts and passageways.

For years people have been raiding their spare parts box to find pieces to dress up their models. This has led to the widespread "Panzer IV in space" syndrome the so-called "serious" scale modelers use to depreciate the SF fan's work. When using a commercial kit part, be sure to blend it to its surrounding so it will not look "added". Don't hesitate to drill, cut, sand and reshape. Try never to use a piece straight from the box.

A great source of detail parts are the commercial detail kits for waterline ships. These include small radars, antennae, missile launchers, and a host of other obscure parts that will look great on almost any vessel. Of course, these kits are not cheap, but the sheer quantity of

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parts in each box will probably last for several models. Ask for them at your local hobby store.

PAINTING

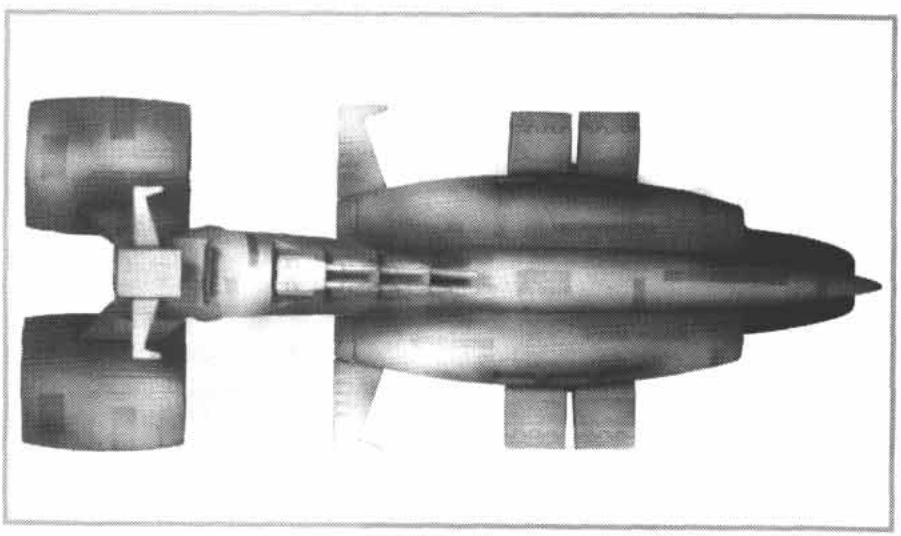
This is a critical stage of the construction. Painting will make or break a model, no matter how detailed it is. The use of an airbrush is recommended, as using a paintbrush to blend and shade the main colors will take an awfully long time (unless the ship is very small). Paintbrushes will mostly be used to enhance detail.

The first point of absolute importance is to use flat paint. Nothing else. If you must, or if it fits the design best, you can use a satin, eggshell finish. Using gloss paint will *always* result in a toy-like model. You Have Been Warned. Don't forget that these ships are huge: a small reflection on the model is a big flash of light in "reality". This is also true for most other types of models.

Second, never use full-strength color. A big object seen from afar always seems a little dull or grayish. Tone down your main colors with gray, black, white or light tan. You could also lightly spray the colors over a black primer coat. There is no absolute rule: experiment until you find a technique you like. Vary the mix of paint on the different parts of the vessel to get a "used" and discolored look.

Third, use decals as little as possible, with none being the best solution. Even if you get them to lie correctly on the surface, the carrier film on which they are printed will still be visible. Besides, the film may become yellowish as the decal ages. Decals are generally too bright and will have to be toned down to blend into the surface. A much better alternative is dry-transfers or painted marking (either use stencils or a paintbrush).

Now that these points are out of the way, you could further enhance the model by painting various sizes of panels. This can be achieved by using cardboard masks and/or masking tape and slightly brigher or darker shades of the main color. If you feel very confident, try a wilder paint scheme using bright colors like red, yellow, blue in combination with the usual gray or white. Stripes, panels, even checkers can really transform a dull replica into an astounding piece. The best example of this is the work of English illustrator Chris Foss. His paintings have adorned the cover of many SF books, and he worked on several movies (like Alien). We often use his ship illustrations as a guide to painting our models. Of course, some ships already have brilliant paint schemes — just think of the Salamis cruiser's bright blue in MS Gundam, or the blue/white/red/yellow of the Pegasus carrier.



What a difference paint can make. Here is a demonstration of the effects of shading over a black undercoat, as well as "panneling" on a MS Gundam Musai-class cruiser.

When everything is finished, give the model a light coat of mat varnish to protect the paint. This also has the advantage of dulling the lights to give them a scale glow. The model is then glued to its permanent base.

LIGHTS

Many modelers like to install working lights in their models. We'll only give basic guidelines here; an article on the subject may appear in Mecha Press at a later date.

Lights, even tiny ones, consume electricity. Therefore, you must make provision to change the battery easily. A disguised switch can save valuable power too (we've known a guy who used gun turrets as rotating switches). Most modelers install the power pack and switch in the base and place the wires inside the stand.

Heat will also be a problem. A lamp bright enough to illuminate a medium-sized ship in broad daylight will generate enough heat to melt the plastic. Be sure to leave cooling space around the bulbs, and use optic fibers if you can find some.

When building a lighted ship, plan ahead because it will change many things in the way you assemble the model. Some sections will have to be completed first to route the wires through them, and holes will have to be made for the lamps. Parts of the hull may even need to be replaced by transparent material to give the right effect. It is best to "build" the model on paper before starting up, and making sure the electrical system works before installing it!

It is worth noting that several commercial kits already have provision for lights and sometimes sound — although this borders on the gimmick.

CONCLUSION

Although this article was too brief to fully examine the process of building spaceship models, we do hope that everyone from the beginner to the pro found something to help him or her.

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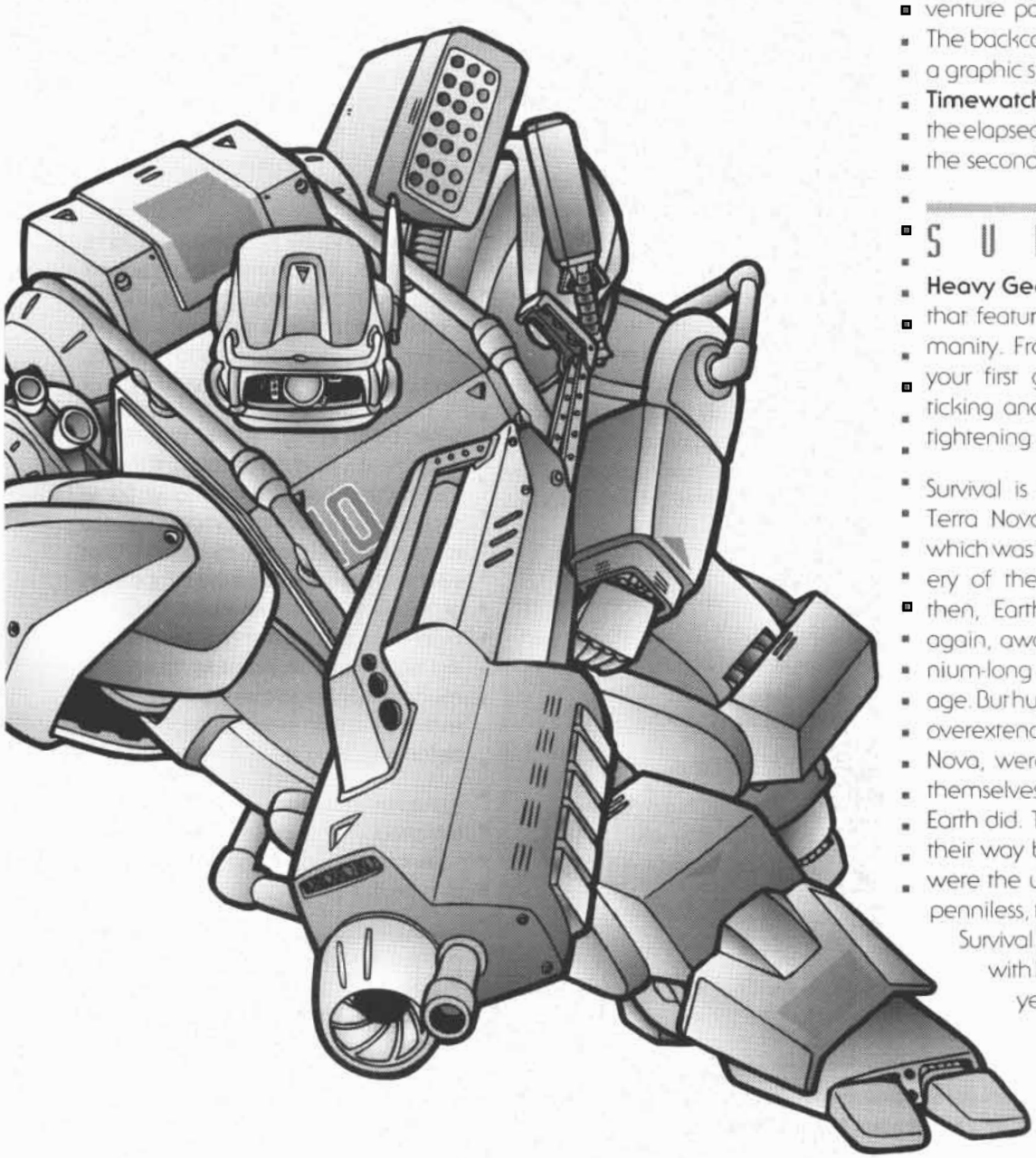
INTRODUCING HEAVY GEAR

By Gene Marcil and Stéphane I. Matis

Heavy Gear is the upcoming game background by Dream Pod 9, the game design team of Ianus Publications, Inc. **Heavy Gear** is also the first game to use the brand new Silhouette™ game system, which will be showcased in next issue.

The following article is a short teaser: in a nutshell, it presents the background and tells you what to expect when the book hits the shelves in late July. **Heavy Gear** can be described with three concepts: Survival, Mechanics, Identity, and is submitted to The Clock.



THE CLOCK

Heavy Gear's background is different from other games because it will evolve in a timely fashion. This is a large-scale story, with a beginning and an end. The game will cover three years of real time (about fifthreen-twenty years of game time). This does not mean that the possibilities end after that time; it just means that the Dream Pod team will have told their story, and must move on to spin yet another tale.

Each sourcebook, player's guide, adventure pack will count down time. The backcover of each book will sport a graphic stopwatch, refered to as the **Timewatch**™ system, that indicates the elapsed and remaining time. Once the seconds hit zero...

SURVIVAL

Heavy Gear is a science fiction game that features an intricate story of humanity. From the moment you take your first glimpse, the clock begins ticking and you can feel time's ever tightening grip.

Survival is an everyday problem on Terra Nova, one of Earth's colonies which was established after the discovery of the Tannhauser Gates. Back then, Earth was in full ascendance again, awakened from a two millennium-long slumber caused by an ice age. But humanity's arrogance let them overextend and the colonies, like Terra Nova, were suddenly left to fend for themselves. Those who could return to Earth did. They bribed, forced or stole their way back. Those that remained were the unlucky, the powerless, the penniless, the visionaries and the mad. Survival became a daily fight, fought with knowledge, dedication, and yes, weapons.

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MECHANICS

The game background showcases 'Heavy Gears', six-meter tall humanoid combat mecha. On Terra Nova, the heavy gears hold the same social significance as the muscle cars held in the United States in the 50s and 60s. These mecha are the descendants of the early heavy construction equipment the colony received.

Earth's Space Agency owned all the Tannhauser-capable Gateships and used scout vessels to survey nearby stars. Claiming every star system as its property, Earth sold them to any willing buyers for astronomical sums. Companies formed large conglomerates to raise the money and to contract Earth for shipping. Because of Earth's monopoly on interstellar transport, the colonists tried to adopt standardized, interchangeable equipment.

Some of these components were used to build mining and construction gear designed especially for Terra Nova's terrain. Outside of two stable polar micro-climates, the majority of the planet is covered by all manner of sand. Known as the Badlands, this desert is cross cut by valleys that eclipse the Grand Canyon and sandstorms that rage across a quarter of the planet at all times. For such a treacherous environment, the machines were built as simple and rugged as possible. They shared cockpits and other various parts. They were easy to maintain and very adaptable.

A combination of necessity and availability created the 'Heavy Gear'. Cobbled together from industrial components, the first machines were built to assault the leaving shuttles in the hope of securing a place on board. Other conversions from civilian to vigilante equipment were done in answer to the lawless nature of a depopulated colony. With time, 'Heavy Gears' were used by all the Terran city states, and when these confederated, by their respective militaries.

With the arrival of stable confederations, the early tensions didn't simply vanish into thin air. With the the Badlands separating the polar states of the North and South, those two confederations evolved apart. Their first large scale conflict was a terrible mistake, perpetuated until today.

IDENTITY

The 21st century man would feel quite at home in the 62nd century. Man, with all the change that has occurred, still has a lot to learn about social coexistence. The gene pool had mixed fully during Earth's last Ice Age, eliminating most of the racial tensions. Gender role-models have been layed to rest in four millennia.

Yet mankind has found other social stigmas. After years alone, the colonies have established their own way of life, their own struggles, their own identities. And Earth has risen again from the ashes sporting a new face as well.

It took a large military apparatus to bring stability to Earth. The winning side was composed largely of supersoldiers, Homo Superior, designed and bred for war. However, they were flawed with a short life and no knowledge of it. Earth's new rulers decided to defuse potential social problems with a costly war against the old colonies. This would help restart the economy and eliminate the unwanted supersoldiers.

Caprice, the gateway colony, switched sides. This technologically advanced planet, ruled by Mega Corporations, saw only the profit involved. Earth forces used the planet as a staging and resupply area. Caprice also took money to dispose of excess soldiers when the time would come. The first target of the war was Terra Nova.

On Terra Nova, agents, turncoats and madmen in both polar confederacies were ready to sell out their respective sides. Terrans dubbed this treachery "the Judas Syndrome". The military expanded and got ready for the biggest war the planet ever saw. And then Earth stumbled into this viper pit.

Earth Fleet re-enabled the ancient Hermes 72 satellite network and demanded that the "colonists" stand down. Instead, the Terrans agreed to set aside their difference and cooperate against the new enemy. The Judas' became the negotiators. Earth, expecting an easy victory, was ill-prepared for Terra Nova's harsh environment and the staunch resistance of its inhabitants. After two years of bitter fighting, the invaders retreated. The Badlands soon erased all traces of the war.

Twelve years have passed. Today, the Terran polar confederacies have a harder time convincing their population about the evils of the enemy. The Hermes 72, minus a few satellites, has become the main broadcast system for both sides. Every day, more people realize that as Terrans, they are more alike than different. They share similar views on life; they share an identity.

Yet the military still fight: infiltrations, kidnappings, and other 'Black Ops'. And these operations often get out of hand, prompting more fights, heroic defenses and large scale pursuits.

The Terran military are withholding information. The media think that something big is going on, but they lack evidence.

A new struggle: is it a matter of survival? Is it simply military espionage? Or have the military lost their purpose?

Next issue, the Silhouette™ game system will be introduced. Stay tuned!

Raymond P. Campiglia (Order : 33181643)

OGRE: MECHA

By Marc A. Vezina

The huge Fencer rolled forward, its powerful CPU emotionlessly calculating the optimal route for the most efficient victory. Although the Combine command post was 16 miles ahead, the Fencer still estimated an 87% survival chance.

The cybertank crested a tall hill, its guns trained on an elusive radar blip somewhere in the wood. An identification sub-routine confirmed the presence of a Combine squad of heavy mecha three miles East. Although the new units had been entered in the Fencer's data banks, it had never seen one up close. As they came forward in a lumbering run, the Fencer fired, taking one attacker down in a flash of nuclear fire.

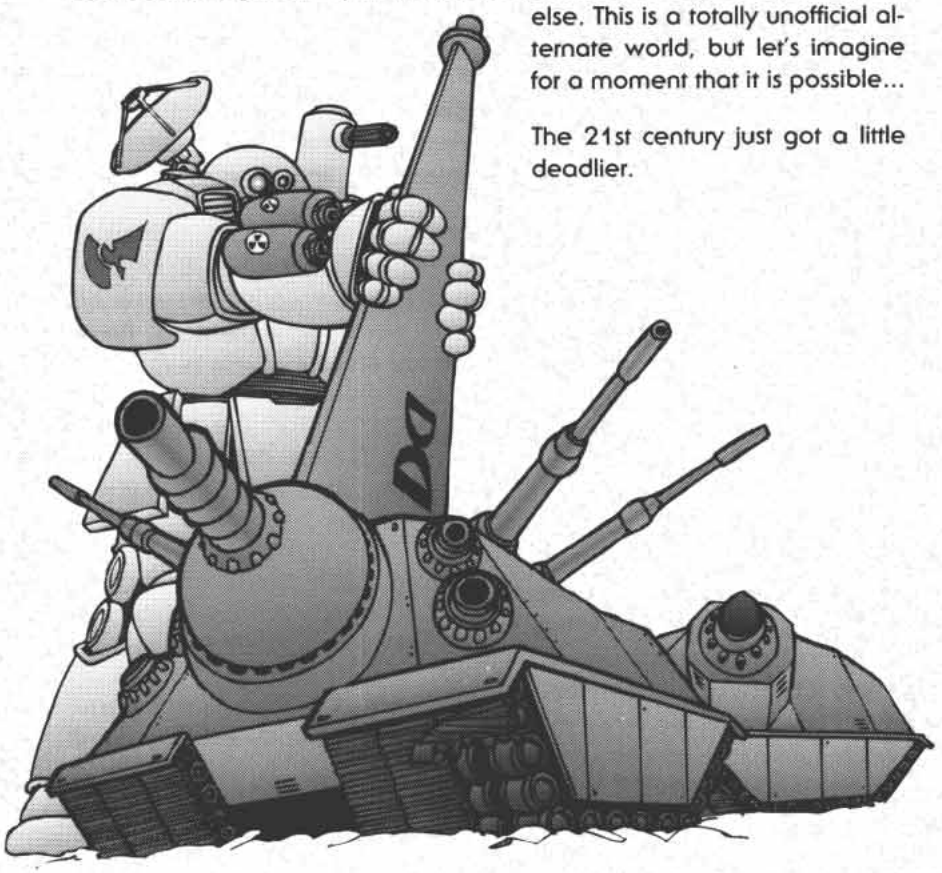
As they returned fire, the Fencer noted that the mission's success probabilities had just dropped sharply.

* * *

Cybertanks fighting armies of heavily armored vehicles, battling for world domination... This is the world of Ogre.

But imagine a slightly different world, where the tools of warfare didn't quite develop along the same path. A world where the Nihon Empire's engineers didn't stop at the battlesuit level, but upgraded them to fierce 10-meter tall robotic soldiers guided by human hands, soon to be copied by everyone else. This is a totally unofficial alternate world, but let's imagine for a moment that it is possible...

The 21st century just got a little deadlier.



MECHA UNITS

Mecha are a cross between the common infantryman's battlesuit and the various armor units. Like their more conventional brethrens, they are armored with heavy Biphase Carbide plates and carry advanced railguns shooting tactical nuclear shells. Fully integrated holosense communications and state-of-the-art electronics make them perfectly battleworthy, while powerful fusion jets increase their maneuverability.

They are tougher than infantry, yet just as mobile — but they are slower than tanks. They are also more expensive. By the end of the Last War, only the Nihon Empire, the North American Combine and the Paneuropean Federation could field them. They are rare in the resource-hungry Factory States.

Unless mentioned, all rules from **Ogre Miniatures** apply to mecha.

MOVEMENT

Stacking, infantry-carrying rules and terrain modifiers are the same as in **Ogre Miniatures**, p.26.

Mecha are able to step and jump over obstacles. Thus, they ignore any unit smaller than size 6 when traveling along a road. Mecha may also use their arms to shove a unit out of their way; they count as three squads of infantry for that purpose (four for Superheavy Mecha).

Mecha may not enter buildings. They may, however, move near and kick and punch them, causing as many damage points as their size divided by two (rounding up) every turn.

Mecha use a special movement code: Walker, or WLK. This represents their particular ability to walk over obstacles and maneuver around them.

Walkers move at normal speed in clear terrain and get the usual 2" road bonus.

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If the road is blocked by a size 5 or smaller unit, they may ignore it (they simply jump or step over it). Walkers are unaffected by streams, but they cannot enter water. They move at half speed in swamp, rubble, forest or town.

Walkers in town, forest or swamp have their defense strength doubled. Walkers never get stuck in swamp — they can jump out!

Walkers may go down cliffs of any height at no extra movement cost. Climbing a level 1 cliff costs nothing; cliffs of more than 1 level cost 1" of movement for each 3 levels or part thereof.

Strike Mecha have a double movement code. This allows the owning player, at the beginning of his turn, to choose the mode he wishes to use. Once chosen, however, all restrictions pertinent to that mode are applied in full until it changes mode again. Should the machine become disabled, for whatever reason, it cannot change movement mode until it has fully recovered. The current movement mode is indicated by a small marker near the base of the figure (no marker being walker mode).

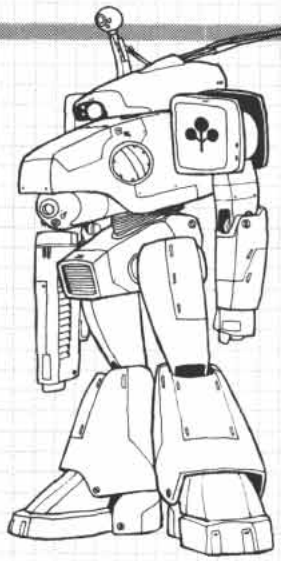
COMBAT

Mecha use the same combat rules as the other vehicles in **Ogre Miniatures**, with a couple of exception.

Mecha hit but only disabled use the same rules as normal armor units, except that they may only move at half speed on the turn in which they recover. This represent the unit actually getting on its feet, since any successful attack is certain to throw the mecha to the ground. If using the Optional Rules, disabled mecha may not move at all.

Mecha weapon systems have their strength doubled in overrun attacks, just like infantry — their weapons are much more flexible than vehicle mounted ones. Mecha may never be rammed (except by other mecha, see below), as they simply step or jump out of the way! Superheavy Mecha may ram in overrun

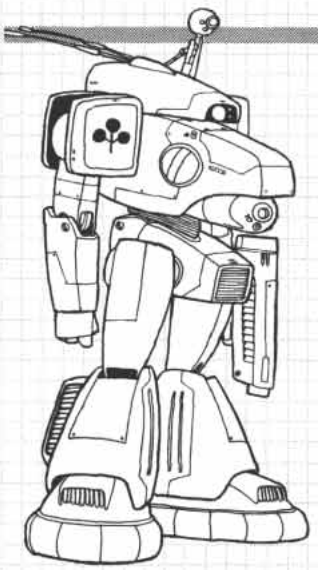
LIGHT MECHA



The Light Mecha is a small one-man walker equipped with one or two railguns for self-defense. They are mostly used for reconnaissance and guerrilla tactics, since they can go just about anywhere. On the down side, their small side doesn't allow them to carry much in the way of defensive electronics or armor.

The Light Mecha can carry one squad of battlesuited infantry on its hull, riding on hand-holds and using their weapons normally. Militiamen do not have the strength to hang-on during the Mecha's lurching movements, so they cannot be carried at more than half speed.

Attack: 2	**Range:** 4"	**Defense:** 1
Move: 6"	**Movement Mode:** WLK	
Size: 3	**Points:** 4	



STRIKE MECHA

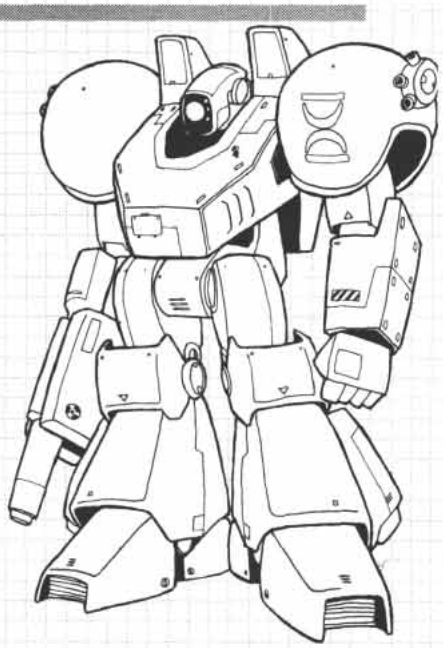
The Strike Mecha is a variation of the small one-man walker equipped with hover units under its feet and main hull. Expensive and highly specialized, they were never built in great numbers. They are mostly used for reconnaissance and guerrilla tactics, since they can go just about anywhere. Unfortunately, they suffer from the disadvantages of both walker and GEV.

The Strike Mecha, because of its specialized nature, cannot transport squads of infantry.

Attack: 2	**Range:** 4"	**Defense:** 1
Move: 6"/4"*	**Movement Mode:** WLK, GEV	
Size: 3	**Points:** 8	

*Second move in GEV mode only, see *Movement* below.

HEAVY MECHA



A more powerful version of the Light Mecha, the Heavy Mecha is slower but carries more equipment and more armor. It is slower than a heavy tank but still more maneuverable, so it is used in dense terrain where the progress of a conventional unit might be impeded.

Heavy Mecha also carry more weapons and better fire-control systems, making them much more dangerous than the lighter version, even when running across broken grounds.

The Heavy Mecha can carry one squad of battlesuited infantry on its hull, riding on hand-holds and using their weapons normally. Militiamen do not have the strength to hang-on during the Mecha's lurching movements, so they cannot be carried at more than half speed.

Attack: 4	**Range:** 4"	**Defense:** 3
Move: 4"	**Movement Mode:** WLK	
Size: 4	**Points:** 8	

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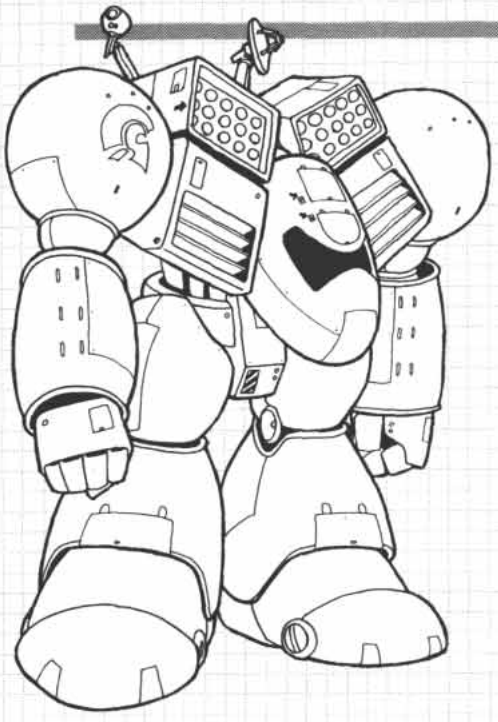


SUPPORT MECHA

The Support Mecha is similar to the Heavy Mecha but trades some of its offensive punch for longer range. The usual railguns are replaced by batteries of smart missiles which have high maneuverability and an ample fuel supply. Like the projectiles carried by the missile tank, they use submunitions to pound their target into oblivion.

The Support Mecha, because of its specialized nature, cannot transport squads of infantry.

Attack: 3	**Range:** 8"	**Defense:** 3
Move: 4"	**Movement Mode:** WLK	
Size: 4	**Points:** 10	

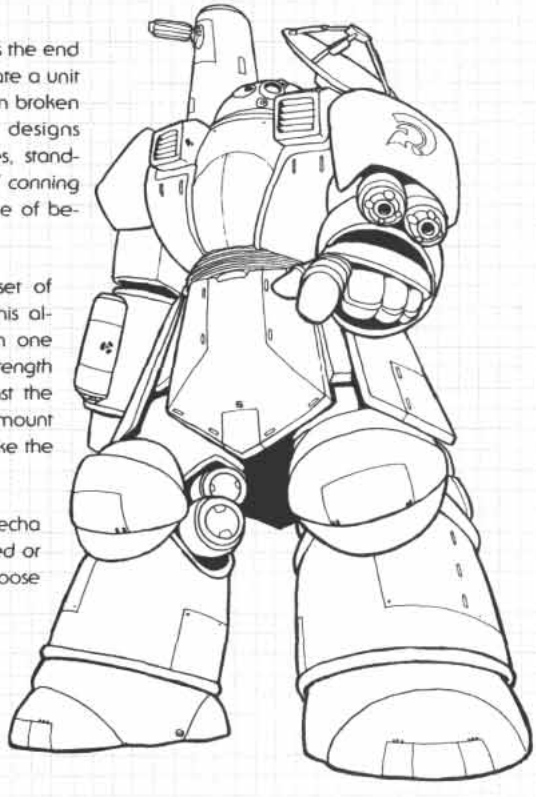
SUPERHEAVY MECHA

The monstrous Superheavy Mecha was the end product of research attempting to create a unit capable of facing an Ogre head-on in broken terrain. As a result, most of the designs developped were towering machines, standing nearly as tall as the smaller Ogres' conning tower. They still had the disadvantage of being crewed by humans, however.

Superheavy Mecha usually carry a set of railguns or cannons on each arm. This allows the gunner to choose between one attack at strength 6 or two attacks at strength 3. These attacks need not be against the same target. Superheavy Mecha also mount two AP guns which are used exactly like the ones mounted on an Ogre.

Although it is large, the Superheavy Mecha is not invincible. When hit, it is disabled or killed as a normal unit. It cannot loose one arm and continue to fight.

The Superheavy Mecha can carry two squads of battlesuited infantry on its hull, riding on hand-holds and using their weapons normally. Militiamen do not have the strength to hang-on during the Mecha's lurching movements, so they cannot be carried at more than half speed.



Attack: 6	**Range:** 6"	**Defense:** 4
AP Attack: 2	**Range:** 2"	
Move: 4"	**Movement Mode:** WLK	
Size: 6	**Points:** 15	

as if they were a Mark I cybertank. The actual attack is not really a ram, of course, but rather a physical attack which disable the other unit, like overturning a tank or ripping out its treads. As such, a Superheavy ramming always leave a hulk. Smaller mecha may not ram — they do not have the mass, speed or strength to cause significant damage.

Mecha may ram each other. This represent the two units engaging in physical combat. Use their size as the Attack and Defense values: for example, a Superheavy Mecha "ramming" a Light Mecha attacks at 2-1 odds. Such combat always leave a hulk.

Line of sight is measured from the top of the mecha's miniature (generally one and a half inches off the ground). Mecha can claim hull-down concealment from cover half as tall as the mecha miniature; the mecha is assumed to crouch or otherwise lie down behind this cover.

MECHA UNIT MINIATURES

Since the new units are not part of the official Ogre world, they are no miniatures available. One must do with existing miniatures or, if the modeler's proficiency allows it, sculpt entirely new ones. Several lines of mecha exist on the market, so models will be easy to find.

Whatever the option chosen, the miniature must be clearly identified as one of the four types of mecha. Obviously, small models will represent Light Mecha, while larger ones will represent either Heavy or Support Mecha, depending on their armament. Strike Mecha can be differentiated from standard Lights by bigger feet or a different paint job. We suggest painting small letters on the base (L, St, H, Su, Sh) to clearly identify the machine. The center point is located on the head of the mecha, or the center of the body if the machine is not humanoid.

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JOVIAN CHRONICLES

By Marc-Alex Vézina

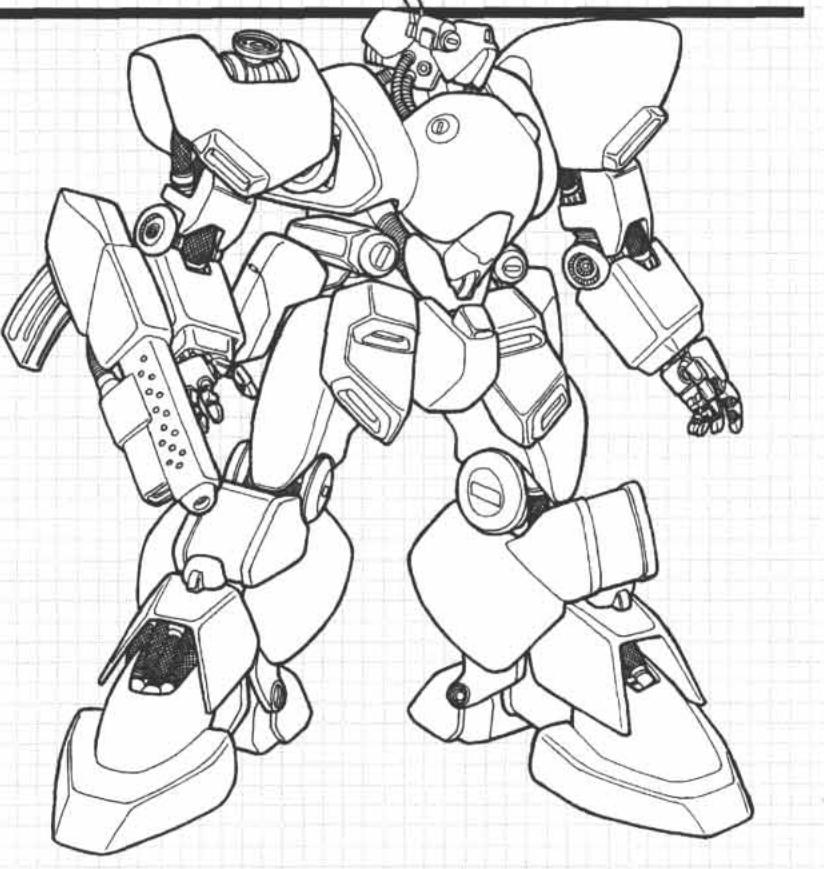
The CEGA Army, apart from its tanks and airplanes, generally uses simplified versions of the Navy's equipment. For example, all of its exo-armors are presently ground-based versions of the Wyvern, although the Army has been pressing the Council to buy smaller, more agile models.

Not willing to wait too long, the Engineering Division has built a few leg-mounted versions of the Syreen, using units deemed unspaceworthy by the Navy. The strange hybrid vehicles have been briefly seen in England, undergoing tests.

In order to save on material and design cost, the Salamander uses the same arm units as the proven Wyvern design, which was itself a development of an older Jovian design. The legs are simplified versions of the same exo-armor, lightened and slightly redesigned for speed. Of course, the Salamander cannot use the Syreen's space booster, but is an excellent jumper.

The main armament of the machine is an adapted tank railgun which can shoot standard or incendiary projectiles.

CEAR-01 SALAMANDER



Name: CEAR-01 Salamander
Tonnage: 33.25
Pilot Name: various

Ground MA: 8
Flight MA: 15
Maneuver Value: -4

Actions Bonus: -
Scale: 1/1
CPs: 66.5

COMPONENTS

Servo Location	Level	Kills	Armor	Type	SP
T	S	6	LW	S	2
Head	SL	1	LW	S	2
R&L. Arms	S	3	LW	S	2
R&L. Legs	S	4	LW	S	2
-	-	-	-	-	-
-	-	-	-	-	-
Powerplant	MS	1	-	Hot+1	-
Hydraulics	-	8	-	Standard	-

EQUIPMENT

Name	Kills	Game effects
Escape Pod	-	Last Chance!
Arctic/Desert	-	Protection
Thrusters	9	2 Torso Spaces
-	-	-
-	-	-
-	-	-
-	-	-

WEAPONS

Name	WA	Range	Kills/Dam	Shots	Loc	Special
Railgun	0	6	4/4	*	RA	-
*Ammo Rail.	-	-	-	20	RA/Gun	-
*Ammo Rail.	-	-	-	10	T	Incendiary
Hands (2)	+1	Melee	1/1	-	LA/RA	Quick, Handy

SENSORS

Type	Kills	Range	Comm	Loc
S	4	4 Km	800 Km	H

WEAPON COST

Weapons	CPs
Railgun	5

* This design uses the Jovian Chronicles optional rules.

Raymond P Campiglia (Order : 33181648)

MECHA SHOP 101

By Kurt Wilcken

How many times has this happened to you? You need to come up with something for the school science fair; you have to call out that bully in the RDF-ROTC; your class is depending on you to come up with something really neat for the Homecoming float; Mechzilla is chomping down on your Dad's RV. There's only one thing to do:

Bring out the Giant Robot.

Teenagers From Outer Space parodies every imaginable aspect of anime — even some that aren't — so it is only natural that there should be mecha in it. This article contains some ideas for using these staples of anime in your regular TFOS game.

BUILDING THE THING

The first step is building the mecha. Powered battle suits are a lot more complicated than your standard Polarity-Reversal Ray Gun, and to make one successfully you'll need at least one of these three factors:

Incredible Smarts: You don't *have* to be a supergenius to build a giant robot— at least not in TFOS — but a Smarts score of 5 or 6 certainly helps.

A Special Knack in Mecha Death Weapons: You can use a general "Weird Science" knack to build the mecha, but a specialization will give you a plus to your construction roll...

Filthy Rich as a power: This means that you don't have to be smart or talented, you can hire people who are and let them do the work. This also means you won't have to cannibalize your brother's Buick for parts.

With any one of these factors you can probably build a mech in about a week or so, longer for a really big one. With two factors, you can do it in half the time — three to four days. If you possess all three, you can crank out a powersuit (or more) overnight. Of course, these are only suggestions. If the plot — or the gag — requires an instant robot, you could probably make one anyway. However, rush jobs are notoriously unreliable: not only is this more realistic (realism in TFOS?!), but it's a lot funnier.

PLACES TO GO

But what if you can't build a mecha or don't have the time to construct one yourself? There are plenty of places around school where you could find mecha to "borrow":

Shop Class: The school's shop class has several mecha of various sizes, though none of them are actually working. It's also an excellent place to find spare parts, if you can smuggle them out of the school without getting caught by the dreaded Hall Monitors.

The Football Field: The football team traded its padding for powered armor long ago. The football suits have little in the way of offensive weaponry, but they are extremely tough.

The 3WA ROTC: The ROTC uses old army and government powersuits for training purposes. Most of the weapon systems have been deactivated or replaced with harmless simulators. Mostly.

The Construction Site: A few construction mecha are working on the wing of the school your class "accidently" destroyed during the Homecoming Dance.

Alien Control Officers: They occasionally use mecha in their Special Weapons and Truancy Division. Isn't there one parked unattended by the Donut Shoppe..?

And if all else fails...

The Bunny Scout Troop: The troop your little sister belongs to is constructing a giant robot for their Mecha Merit Badge. You will, however, want to paint over the *My Little Invid* heart & flower decals before you go out in public.

PILOTING

Since most battlesuits are controlled by the wearer's own movements, BOD rolls should be used to determine most actions (although with larger mecha a DRIVE roll could easily substitute — GM's call). Remember, however, that in the classic tradition of anime, mecha are powered by force of will as much as by fusion generators and protoculture pods. If you want to perform any *really* dramatic or heroic action, you'll have to make a COOL roll instead.

The mecha's own Bonks will be depleted first when it is hit. Once all Bonks are gone, the mecha will fall over, explode, dissassemble itself or otherwise make the pilot look pretty stupid.

SAMPLE MECHA

Below are stats for some commonly seen mecha. The attributes in most cases correspond to the regular TFOS stats, except "RWM", which stands for "Relationship With Manufacturer" and measures the machine's reliability. Roll against it as you would any other stat when there is a chance the mecha might break down.

CONCLUSION

With these suggestions, and your own ideas, the powers of the Universe are in your hands. So go out there and save the world, but don't be late for your next class...

TD-1000 GOALMASTER

POWERSUITS

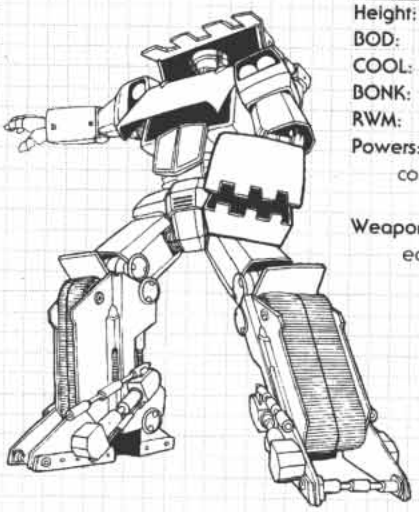
The suit's helmet display gives holographic projections of game plans. When on autopilot, the suit will execute selected plays, whether the wearer wants to or not.

Height:	8'-10'
BOD:	+2 to wearer's
BONK:	5
RWM:	4
Powers:	Super-Strength
Weapons:	Ball cannon
	Lots of Spikes

Raymond P Campiglia (Order 3316648)

BAKASAMA INDUSTRIES
HEAVY LABOR MECH

These suits are used to perform heavy work at construction sites and can transform into various kinds of construction machinery. One suit becomes a bulldozer, another a cement mixer, another a merry-go-round... (well, they're not all useful).



Height:	10'-20'
BOD:	+3 to wearer's
COOL:	-2 to wearer's
BONK:	7
RWM:	2
Powers:	Transform — various construction equipment Super-Strength
Weapons:	Various tools and equipment

FREDRICK'S OF HYPERSPACE
BATTLE BIKINI

Because this suit resembles a swimsuit more than a battlesuit, a girl can't wear it unless she has a Cool of 4 or more because it's too embarassing. You will probably also need a good RWP roll for your Dad to let you wear it in public. Guys can wear this suit too, but it will look pretty stupid. They'll need a cool of 5 or greater to pull it off. The bunny ears are optional.

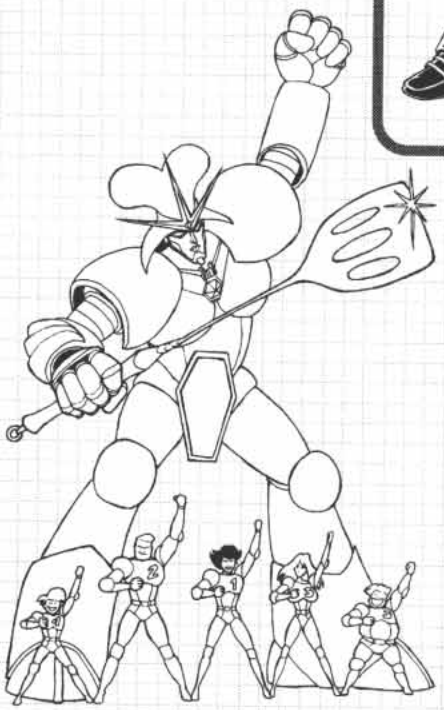
Height:	6'
BOD:	+2 to wearer's
LOOKS:	+2 to wearer's
BONK:	6
RWM:	6
Powers:	Super-Strength Flight
Weapons:	Lightsaber Meteor Lash Sayonara Missiles

CHERRY BLOSSOM
X-17 RIOT GEAR

These suits are used by the Alien Control Department's Special Weapons and Truancy Division when things get a bit out of hand. They are also used by the 3WA ROTC as training simulators — with the armaments removed, of course. Usually. Well, most of the time...

Height:	10'
BOD:	+1 to wearer's
BONK:	8
RWM:	3
Powers:	Super-Strength
Weapons:	MPD (Max. Property Damage) Missiles Mega-watt Death-O-Matic Blasters Snooze Gas Holographic Projectors

THE BUTTERMILK FIVE
ULTRA-STACK



Ultra-Stack is a giant robot composed of five smaller mecha (known as the Buttermilk Five). One of the pilots controls Ultra-Stack. When in Ultra-mode, the robot creates a giant 50' spatula and uses it as a weapon. When not defending the cosmos, Ultra-Stack stands outside one of a local chain of Pancake Houses.

Ultra-Stack

Height:	65'
BOD:	+4 to controller's
COOL:	+3 to controller's
BONK:	12
RWM:	3
Powers:	Flight Ultra-Super-Strength Look heroic at all times
Weapons:	All of the Buttermilk Five weapons Ultra Spatula

The Buttermilk Five

Height:	10'-25'
BOD:	+1 to wearer's
BONK:	5
RWM:	4
Powers:	Flight Super-Strength Combine to form Ultra-Stack
Weapons:	*Each suit has one of the following:* Syrup Cannon Butter Spray Boysenberry Missiles OJ Laser Battering Ram

Raymond P. Campiglia (Order # 3316648)

VICTORY STABLES

By Jake Brenner

Solaris VII: the game world. A place where almost anything can and does happen, where the politics and the events of the Inner Sphere are replayed on a smaller scale.

The various arenas of the Game World are the perfect setting to test new and upcoming equipment. Nashan Diversified, one of the large industrial conglomerates of the Inner Sphere, has understood that fact and founded their own design branch on Solaris just for that purpose.

This gave them access to the Solaris armament market, but not to the general, mainstream competition circuit, so Nashan founded Victory Stables. This new stable exists solely to promote the company's equipment and is, for the most part, a publicity stunt.

Facilities

Victory maintains a small training facility at Beggar's Hills, 100 km north-east of Solaris City. It is nothing more than a large ferrocrete field, studded with walls, holoprojectors and sensors. Mock battles are also held in the forests nearby.

The living areas are underground in a reinforced bunker. The accomodations are confortable, although a bit spartan. Simulators and gyms are available to the Mechwarriors, as well as viewrooms where they can review previous fights. An extensive databank on all current Solaris fighters is also available.

Victory has access to Nashan SolDesign's arena when no fights are scheduled. Because of its recording equipment and the simplicity of the battlefield, the arena is used to test new designs, weapons, and strategies.

Comments

Victory is a good stable, but it is a bit maligned because of its unaffiliated nature. Since it exists solely to test Nashan equipment and push their stuff on the weapons market, it cannot afford to take political sides.

Moreover, the money Nashan provides makes it easy to keep the machines and the pilots in perfect condition, and this is starting to show. Analysts predict that Victory should enter the Top 20 very soon, and this is not making its rivals happy. Hager has already started to reinforce security around the stables.

VICTORY STABLES

Stablemaster: Al Gordon Jr.

Affiliation: None (see above)

Colors/badge: White w/ blue and red trim and a large stylized "V" on the shoulder or leg.

'Mechs: 16

Mechwarriors: 18

Top 20: None yet

Standard contract: 15 percent; 1000 C-Bills/month

Rating: A. Although money is no problem thanks to Nashan's backing, few Mechwarriors like to become "company men".

Tech Personnel

KOICHI IMAGAWA

Senior Tech

Koichi Imagawa is a small Japanese man who looks more like a Buddhist monk than one of the best techs on Solaris. Imagawa has been working for Nashan for many years, and is completely loyal to the company.

Calm and quiet, Imagawa is dedicated to improving his craft constantly. Newtech captured in some of Nashan's operations is sometimes sent to him for study and evaluation.

CHARLES FERGUSON

Instructor

Like many other drill instructors on Solaris, Charles Ferguson started his career in the military. Years spent fighting in various parts of the Inner Sphere have made him cynical and cold, although he does know his stuff. What many people do not know is that Ferguson cares deeply for the men and women training under him, and views each and every one of their victories as a personal triumph.

DIANE HAGER

Weapon Master

Diane Hager is a small and delicate woman, but this does not prevent her from working on a multi-ton PPC or helping out the guys in the training gym. An accomplished martial artist, Diane has won her fair share of tournaments and is well-liked by all for her no-nonsense, easy-going personality. Like her father before her, she is entirely dedicated to Nashan.

Raymond P. Campiglia (Order # 33181643)

Combat Personnel

EDWIN MULLER

Senior Mechwarrior

Muller was part of Ferguson's unit in the last days of the Fed/Combine War of 3039. When Ferguson signed on with Nashan, he proposed that Muller come with him.

Muller didn't join the team until five years later, though, when the mercenary unit he belonged to was wiped out. He made his way to Solaris and was quickly accepted as Senior Mechwarrior for the fledgling Victory Stables.

JULIE O'HARA

Mechwarrior

With a temperament as fiery as her hair, Julie has been a fan favorite ever since she joined the stables ten months ago. Apart from the fact that she was born in the Free Rasalhague Republic, not much is known about her past.

Julie is quite beautiful, and she uses this to her advantage. She has made countless holo and print interviews, and is one of the rising figures in the world of arena fighting.

OHIRO KIKURU

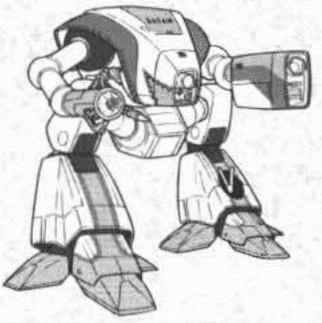
Mechwarrior Recruit

A young and inexperienced newcomer, Ohiro nevertheless manages to impress all who are able to see him in combat. Calm and competent, he has many common interests with Victory's Senior Tech and the two of them are often seen discussing together.

Ohiro is especially interested in the stables' experimental machines, the Pit Bulls. Diane is suspicious, but so far Ohiro has a spotless record.

BATTLEMECHS

Victory Stables has four of Abaleen's newest designs, the 50-ton Corvus (see page 41). It also has one Locust, one Commando, two Pit Bulls, one Hatchetman, two Crusaders, one Grasshopper, one Orion, one Victor, one Zeus and one Stalker.



Pit Bulls

An experimental 'Mech by SolDesign, the Pit Bull is the Inner Sphere counterpart to the Clans' OmniMechs (for full stats and rules, see **Mecha Press 11**). The two NSD-01 owned by the stable are modified models with reinforced weapon hardpoints. They can't change their weapons during a battle, and the connection breaks on a roll of 6 when an arm pod is hit.

While the two machines sport the standard Victory paint scheme, each also bears a grinning dog maw and a name stenciled on its body. Pit Bull-01 is "Satan"; Pit Bull-02 is known as "Dagon".

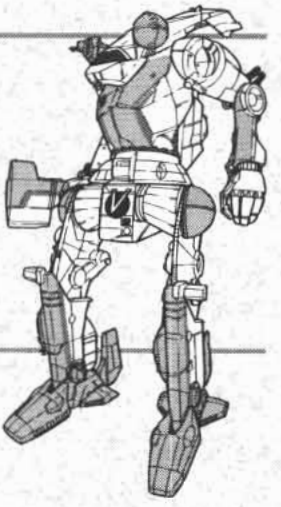
Locust

The smallest 'Mech of the stable, the Locust is an old, but well-maintained LCT-1E, sporting a medium laser in each arm and two small lasers in its chin turret. It is often used by the newcomers trying to prove themselves to the stablemaster.

Commando

The Commando is a standard Lyran COM-2D model. It was bought from the Commonwealth years ago to serve, stripped of weapons, as a testbed for some of Nashan Hydraulics' new systems. Now refurbished and rearmed, "Old Peaceful" is back in combat. It still limps a bit, the result of a failed structural test that was never corrected (-1 to Piloting Roll).

Hatchetman



With the Federated Commonwealth switching to the newest HCT-5S model, several old HCT-3F Hatchetman are offered up for sale as updated units replace them. "Logger", as the 'Mech is called, sports an advanced Defiance LB-10X autocannon, using the weight savings to reinforce its hatchet. Other than that, the 'Mech is a standard HCT-3F in good condition.

Corvus

Since the weapons carried by the Corvus are all manufactured by Nashan Diversified, it's easy to understand why Victory fields four of them.

Corvus-01 and 02 are standard, brand new 'Mechs direct from Abaleen. The Corvus is not very powerful, but the fact that it just cannot run hot makes it very popular with young, inexperienced Mechwarriors.

Corvus-03 is modified to carry a PPC, two medium lasers and four additional heat sinks, dropping the autocannon. Its recent successes in the arenas have prompted Abaleen to reconsider whether or not the LB-10X was such a good idea.

Raymond P Campiglia (Order 3316148)

Corvus-04 is also a non-standard model, the LB-10X being replaced by a Nashan experimental D-series LRM 15 launcher with two tons of missiles replacing the A/C ammo. This version also carries two medium lasers, one in each arm, and two additional heat sinks.

Crusaders

Both Crusaders were bought from a mercenary unit down on its luck. After some extensive refurbishing by Imagawa and his team, the machines ended up as crowd favorites in several matches.

Crusader-01, "Lionheart", is a standard CRD-3R. For some unknown reason, the computer is more lenient than usual when it comes to accepting overrides, making the 'Mech a ferocious fighter (reduce all Avoid Shutdown Targets by 1; Heat Scale is otherwise not affected). Imagawa suspects computer tampering, but the Mechwarriors convinced him not to fix it.

Crusader-02 is a modified CRD-3K. "Gunner" had its medium lasers replaced by twin machine guns assemblies, augmenting its rate of fire and making it a deadly close-in fighter.

Grasshopper

The Grasshopper came from the same unit as the two Crusaders. It was in worse shape, however, and Imagawa refuses to let anyone use it before he's satisfied with his "adjustments".

Orion

The Orion is a recent addition to the team. It was taken as salvage from a recent victory in the Steiner stadium. Apart from the fact that it's still missing a functional head assembly, the 'Mech is in good shape.

Victor

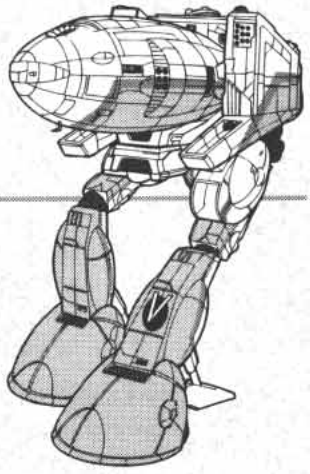
The Victor was Ferguson's personal 'Mech before he started to work for Nashan. He only lets his most promising pilots use it, and then only for important matches. Ferguson has been discussing with Gordon the possibility of buying a Gauss rifle to replace the Victor's A/C20. Diane is entirely for the idea, and has already forced her weapon crew to learn all they could about Gauss technology.

Zeus

The Zeus was bought at about the same time as the Hatchetman. It is an aging ZEU-6S, but is otherwise in perfect condition. It is equipped with an updated arm assembly, which replaces the autocannon with a Lightning Strike PPC and two heat sinks.

Stalker

The heavy hitter of Victory, the Stalker is rarely used these days. Not only is it expensive to field, but its bulk makes it unsuitable for several interesting arenas like Ishiyama or the Factory. Interestingly enough, the 'Mech was never named: it is always refered to as "the Stalker" or just "It".



ADVENTURE SEEDS

The following notes are adventure seeds and ideas involving Victory Stables. They can be used with **Mechwarrior** (1st or 2nd edition) or as background for **Solaris VII** or **Battletech** fights.

- Nashan is studying a new design at Victory Stables and the players
  - **a)** have been ordered to steal it,
  - **b)** have been offered to test it,
  - **c)** must fight against it.

- One of Nashan's Mechwarriors has a grudge against one the players. Will Nashan intervene or let him fight it out in the arena?

- A mysterious package was delivered to the stables late last night. Could it be a captured Clan weapon? The players' superior thinks so, and wants them to get it. Whether or not the package is actually a weapon is up to the GM.

- Victory is expanding, and they are looking for new talent. The stablemaster is holding a series of battles to determine who's good enough to make the team.

- A tech from a rival stable has been found tampering with the Victor's autocannon. Ferguson is mad, and decides a little revenge is in order. Anyone interested in pulling the stunt of the century?

- Imagawa is on vacation in a small Buddhist temple in the countryside. Unfortunatly, just before the big match of the season, the Stalker refuses to move. It's a race against time as the stable's personnel tries to stall the match, fight with an inferior machine or get Imagawa back to the compound!

- "Satan", one of the stable's experimental Pit Bull Battlemechs, has been stolen. The stablemaster wants the matter dealt with quickly and quietly. Who could be responsible for the theft? A rival stable, the yakuzas, the army, or perhaps... the Clans?

Raymond P Campiglio (Order # 3318648)

TECHNICAL READOUT

DD-02
CORVUS

By Stéphane Matis

Abaleen Consortium is the newest design firm on Solaris VII. They have followed the traditions of their forebears by designing and building an eccentric looking 'Mech, something fight fans love. The *Corvus* is a fifty-ton Battlemech that shares some of the *Shadow Hawk*'s looks and features.

When Nashan Diversified, a giant FedCom firm but newcomer to the weapon industry, was struggling with the idea of building an entire line of weapons, the engineering staff decided to standardize the autocannons of all sizes on a single caliber. The A-series AC, the B-series LB 10-X and the U-series Ultra AC/5 are all based on a new 100 mm caseless shell. Furthermore, the autocannons use a gatling-like barrel system, where the multiple barrels are rotated for heat dissipation. Larger models simply have more barrels and a higher rate of rotation.

The *Corvus* also carries the Nashan C-series four-shot short range missile launcher. The Nashan SRM stresses part simplification by grouping internal components into modules. Thus, a single launch tube is the same for the SRM-2, 4, and 6. Obviously, this has lead to the adoption of a box-like shape.

Even if Abaleen seems to be a small firm, many things point toward the involvement of a business giant. Solaris commentators have been speculating that Nashan is behind Abaleen, since the *Corvus* carries a weapon package that was released only two weeks prior to the 'Mech's introduction.

TECHNICAL READOUT

Mass: 50 Tons
Chassis: Abaleen Corvus Mk1
Power Plant: Nissan 250
Cruising Speed: 52 kph
Maximum Speed: 84 kph
Jump Jets: Rawling 3500
Jump Capacity: 150 meters
Armor: Durallex Super Medium w/CASE
Armament:
1 Nashan Diversified B-series LB 10-X
1 Nashan Diversified C-series SRM-4
Manufacturer:
Abaleen Consortium
Communication System:
TharHes Thalia HM-22
Targeting and Tracking System:
TharHes Ares-8a

TYPE: DD-02 Corvus

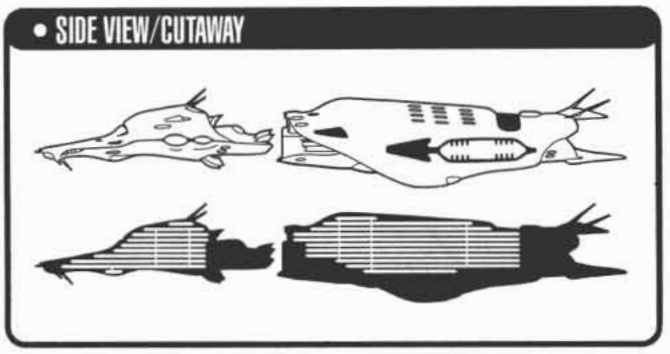
Equipment:		Mass
Internal Structure:		2.5
Engine:		12.5
Walk:	5	
Run:	8	
Jump:	5	
Heat Sinks:	10	0
Gyro:		3
Cockpit:		3
Armor Factor:	170	9.5

	Internal Structure	Armor Value
Head:	3	9
Center Torso:	16	24/8
Rt./Lt. Torso:	12	18/6
Rt./Lt. Arm:	8	16
Rt./Lt. Leg:	12	24

WEAPONS AND AMMO:

Type	Loc	Crit	Tonnage
LB 10-X	RT	6	11
Ammo (LB 10-X) 20	RT	2	2
CASE	RT	1	0.5
SRM-4	LT	1	2
Ammo (SRM-4) 25	LT	1	1
CASE	LT	1	0.5
Jump Jets	RL	2	1
Jump Jets	LL	2	1
Jump Jets	CT	1	0.5

Raymond P Campiglio (Order # 33181648)



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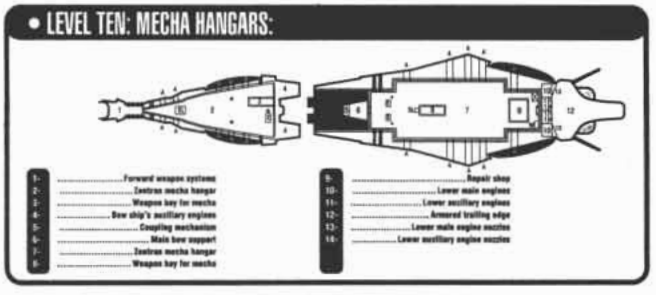

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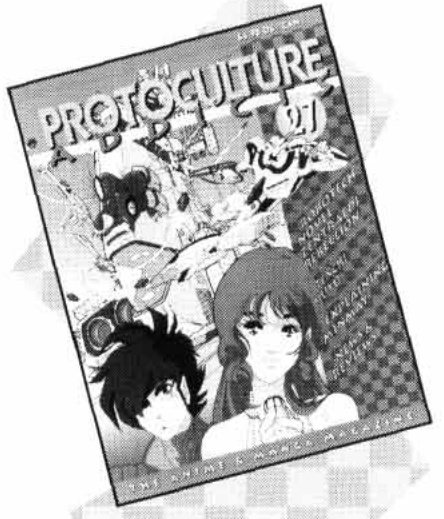

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